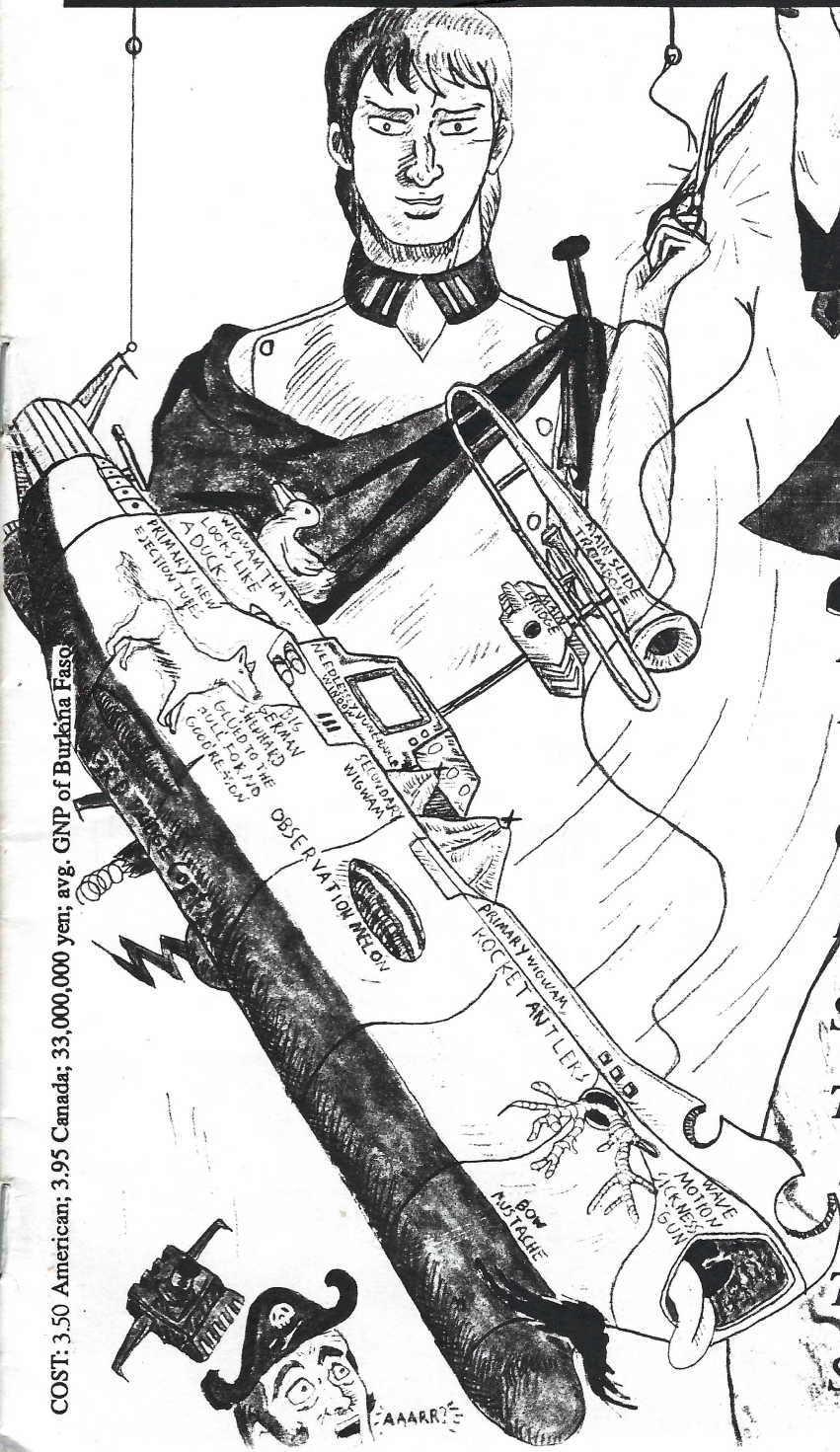


STAR DIPWADS

SPECIAL MOOSE



INSIDE:

*Actual condition of mysterious
Comet Umpire*

Complete mechanic page

*Fight! Space Cruiser **Yamango***

Special form actor interviews

*True yet startling tales of a
deranged wife who kills
her hubby!!!*

The life and times of Phil the Tick

Super Beast-Machine Series Synopsis

STAR

SPECIAL MOOSE

DIPWADS

Star Dipwads Special Moose
Released by Kodansha, Ltd.

All text and drawings by Ego Hat and Leper Jim with special contributions
from Christian Smith, Matt Murray, Dave Merrill, and Dave Wilson

A Word From Mr. Reiji Matsumoto



"The production of this moose is the culmination of many years of work on behalf of myself and the dedicated people of Corn Pone Flicks. Mr. Ego Hat has been very helpful to me by organizing my busy schedule, and there have been few days that I could have gotten through without the help of Leper Jim, who has brightened many a dull board meeting with his constant drooling and drugs.

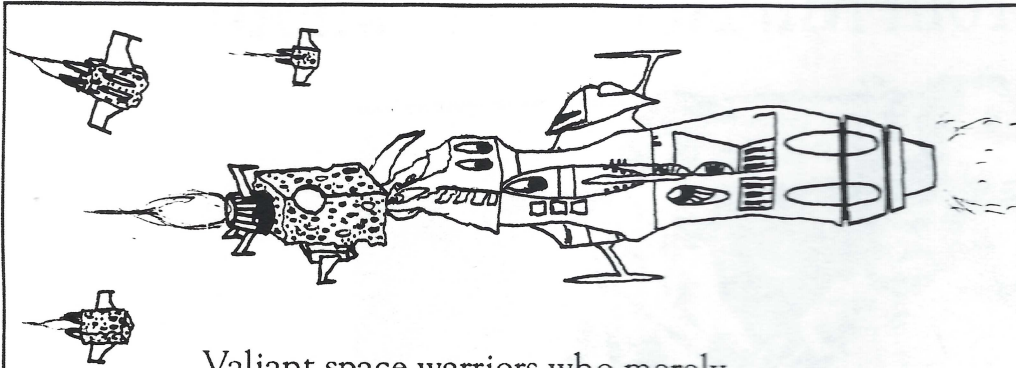
In the past, animation shows were a limited venue, and I could never truly get my ideas across. With the intervention of Mr. Simon Curtis and his Generation studio, I got a chance to have a really big budget. Admittedly, my role in this second series was rather limited: I, along with Katsuhiro, Masamune, and Osamu, merely painted the incredible art of Mr. Jim. His is truly a unique and vibrant style.

I hope this moose satisfies you. I advised Mr. Hat, or Ego if I may call him by the name that has become familiar to me, that fewer storylines would be advisable, but he has some fixation with plot.

Still, please enjoy this wonderful moose. And do not forget, 'When in doubt, bindisu!' Have a moose!"

--Reiji Matsumoto

Original Story



Valiant space warriors who merely
absorb the enemy!

*Star Blazers:
the adventures of the*

*Star
Porous*

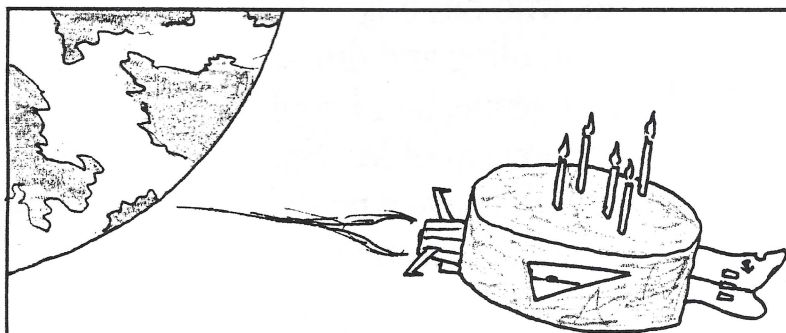


Want it now?

Get it now!

*Star Blazers:
the adventures of the*

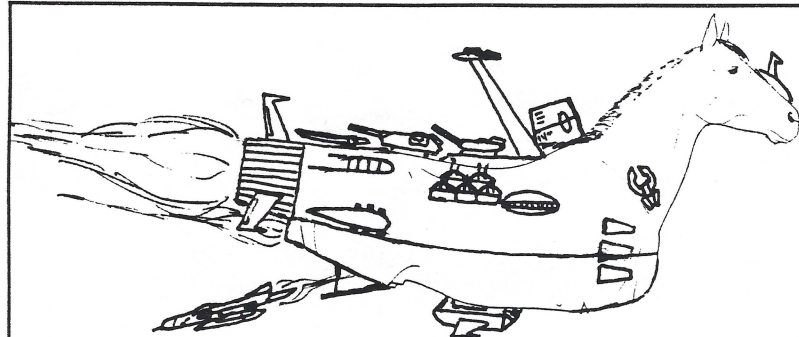
*Star
Whores*



Defenders of the earth with
a sweet tooth for action!

*Star Blazers:
the adventures of the*

*Star
Tortes*



The Space Cruiser Equus sets out
to save the planet earth!

*Star Blazers:
the adventures of the*

*Star
Horse*

Opening title theme

We're off to sail the stars;

We might never get past Mars,

Run aground on a sand bar,

Our Star Dipwads!

We can't draw, can't even trace,

Can't navigate in outer space,

We've got lots of sheep to face:

Woe to the doomed human race!

We're not so strong and brave

As we are sick and depraved.

Wildstar said, "You guys behave,

or I'm going to rant and rave!"

Fighting to save earth our home,

Wanting to eat some cornpone,

Just wait and you'll see when this movie ends

We won't mention penguins,

Our Star Dipwads!

Closing title theme

I guess we screwed it up pretty badly
Cause now all us Dipwads are dead.
We all kicked off, every one of us,
And Venture even lost his lead.
We're a bunch of dippy morons,
We're all idiots and fools.
We never fight our battles
By the regulations.
That didn't rhyme, but it's okay
Cause we're stupid anyway,
So don't hold your breath cause
This line's not gonna rhyme either.
Forty bottles of beer on the wall,
If one should fall,
Then there'd be thirty-nine bottles of beer
On the wall.
I guess we didn't do so well
Cause we've all been blown to hell.
I've really got to go now
Because my pants are starting to smell.

Yes we're back again
For a second stanza,
Cause we're mainly just stalling for time.
Just put up with it a little longer;
I know our singing isn't worth a shit.
We're a bunch of dopey idiots,
We're the dumbest guys of all.
Our bodies are hollow,
We ain't got no internal organs.
The mental ward was our first home;
Our brains are made from styrofoam,
Yeah etcetera etcetera
Yippy-cai-yay-cai-yo!
Oh my father was a jellosnake,
And jellosnakes are mean,
Oh yes jellosnakes are mean
Jellosnakes are mean.
Oh yes jellosnakes are mean,
My monkey runs on gasoline,
And I can eat cornpone
Cause I ain't got no spleen.
No my monkey isn't green,
I never ate nobody's spleen.
I'm getting sick of this song
So I'll guess I'll knock it off.

Generation Pictures

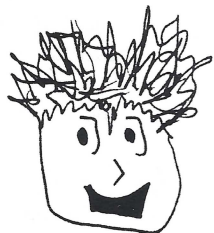
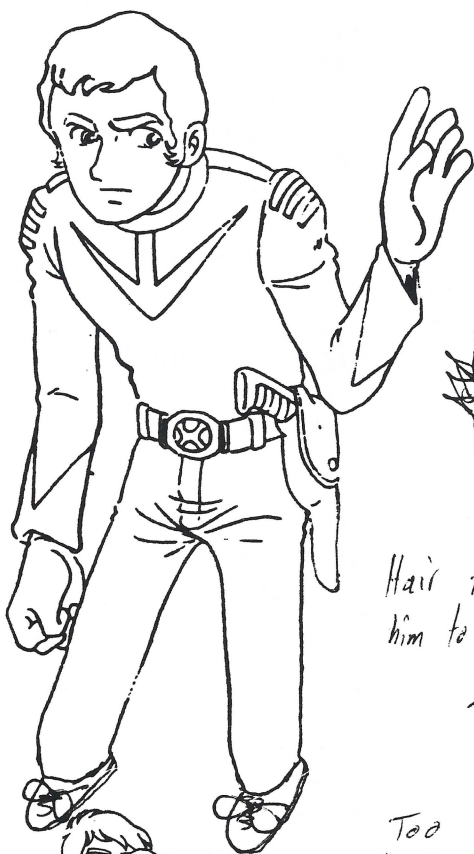
So good, it seems like they suck!

Just released: *Atomic Teens Jitterbugging All Night*

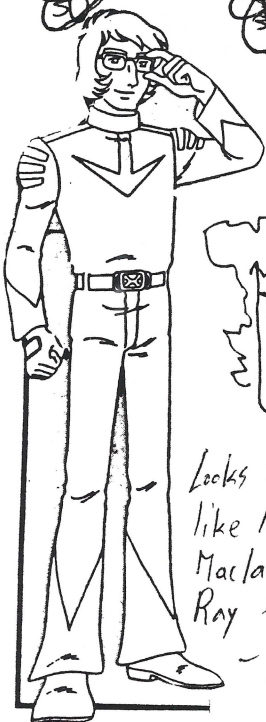
Design Page

Original Character Ideas
With production
comments by
Reiji Matsumoto

Mock Venture

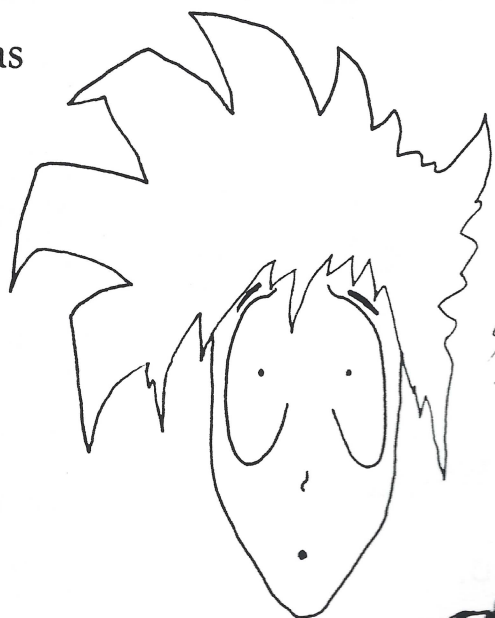


Hair too frizzy for
him to pull levers
- M.



Looks too much
like Kyle
MacLachlan as
Ray Manzarek
- M.

Dash Right



Too
Scared
- M.



Derek Wildebeest

Too old
and too
submissive
- M.



Too
slutty - M.

I like the gun;
head not big enough
- M.

Capt. Gideon Lildogie

Shaves his
head to nub later.
- M.



Nova Cane



Looks
too much
like an
eggplant
- M.

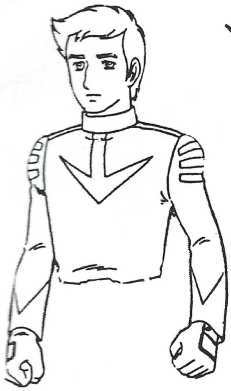
Eager Beaver



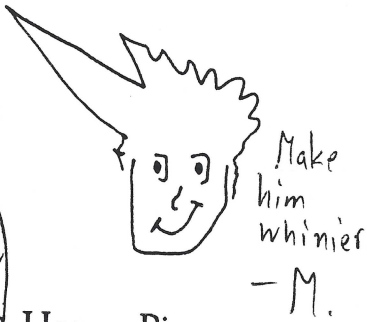
Good!
Go with
it!
- M.

I like
Lobby

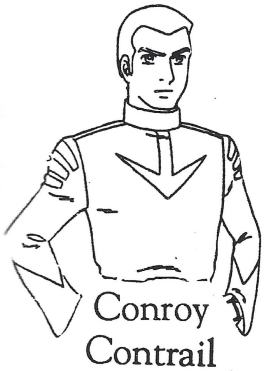
Design Page



Homer Pigeon



Dr. N. Sane



Conroy Contrail

Where are his whiskers, goddammit?!

-M.

Better!
-M.

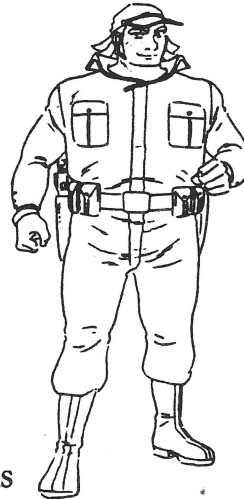


I like the hypnotism aspect!

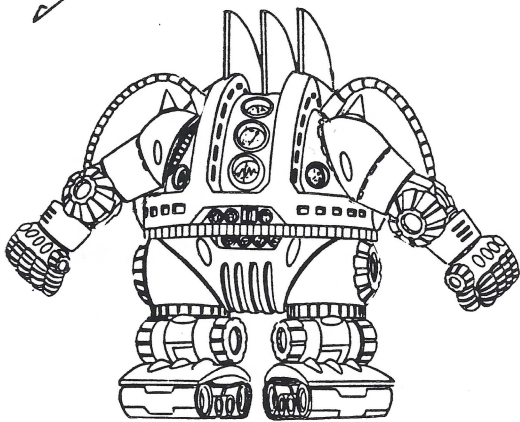
-M.



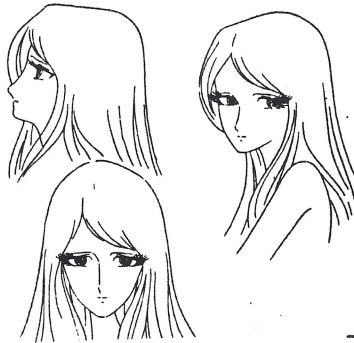
Sgt. Hard Knoxious



Orion "Big Bob" Carmichael

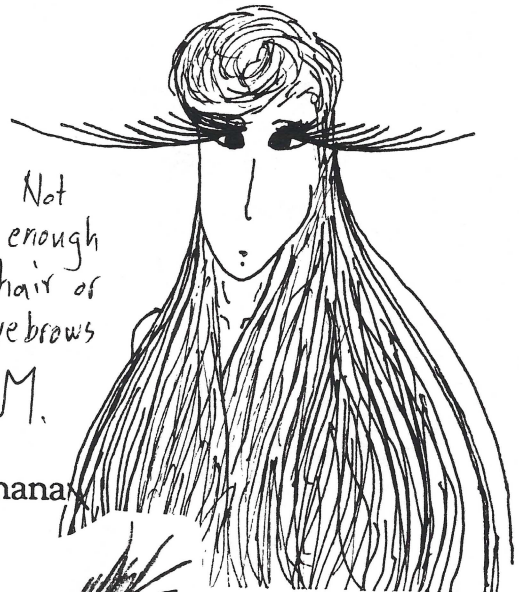


IQ-None



Not enough hair of eyebrows

-M.



Trelanananananax

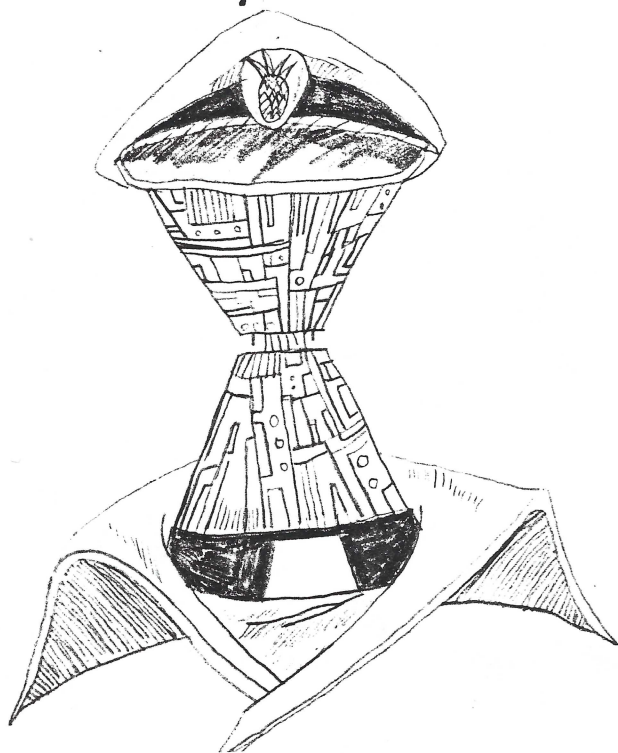


Too much like Cousin It
-M.

-ENOUGH WITH THE GODDAMN EYEBROWS, ALREADY,

Sandor Vobbfrikle

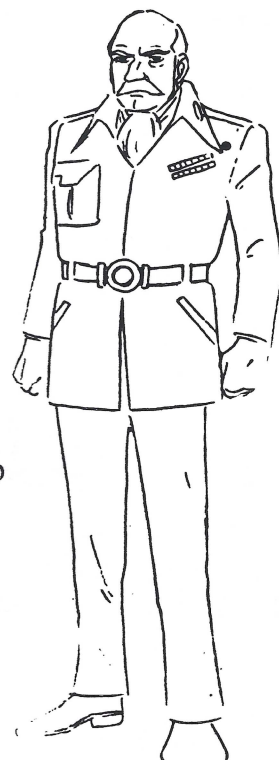
Tsubaraya



Petty Officer Bahamuto

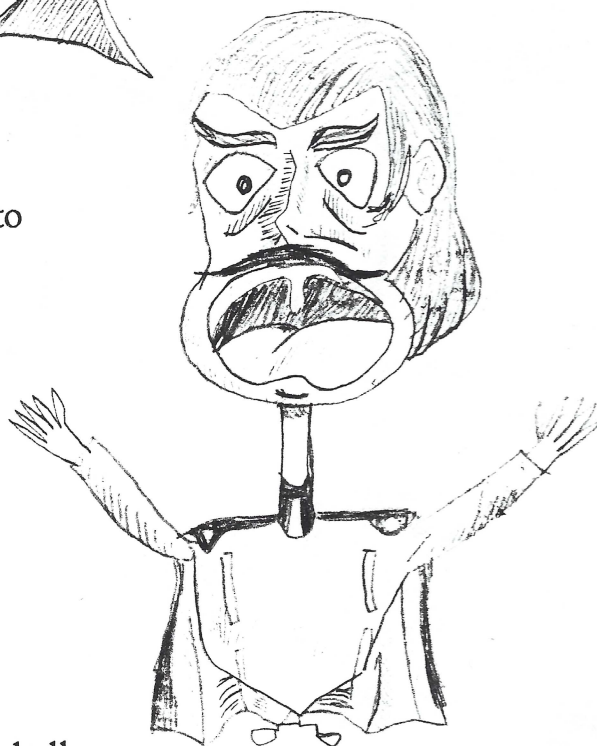


Commander Bozo



"Hi. Not only am I not Gen. Hairball, I don't even appear in the movie at all."

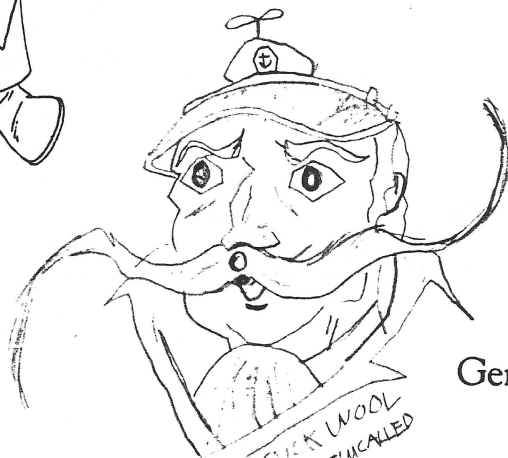
Gen. Hairball



Gen. Gargle



Gen. Stoned



Gen. Woolsucker

I SUCK WOOL
THAT'S WHY I CALLED
WOOLSUCKER.
I SUCK WOOL...



Cement

Or Kill Me



Princess
Invidia



Gen. Soilsnorter



Gen. Tuumbe



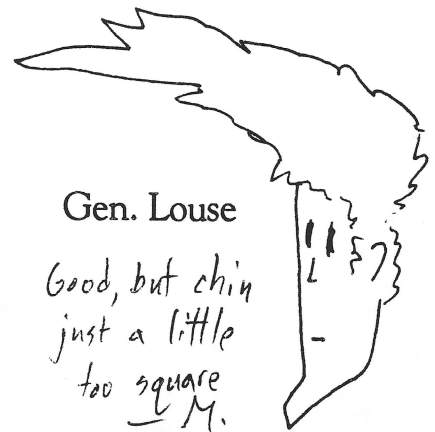
Gen. Ohmu



Hand still
too small
- M.



Gen. Nobody

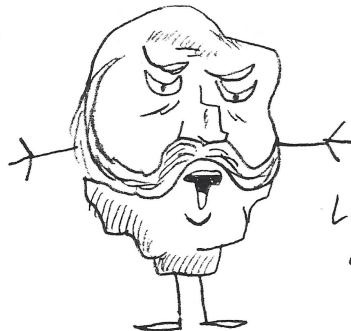


Gen. Louse

Good, but chin
just a little
too square
- M.



Aura Battler Jisterline



Like this
one!
- M.



Leader

Combination Desslok



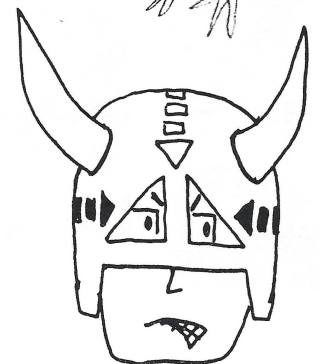
Aide Talan
Chickenface



Gen. Guzzler



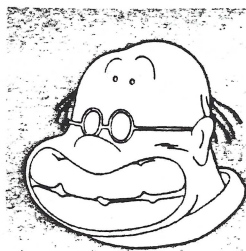
Prince Hezekiah Zordar



Design Page

EPISODE

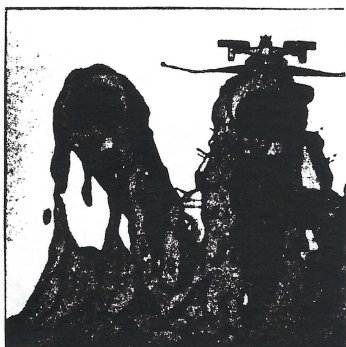
1



Derek and Mark discover a scale-model Illmedus ship that contains a beautiful dead girl. She is holding a message capsule that contains a plea from her sister to go and rescue her planet. In exchange, the sister, Queen Starsha, will give the earth a device that will reduce the radiation levels caused by alien planet bombing. Derek and Mark go to their base and report. They are told that they are in the wrong series, and that this season is the Comet Empire. They look sheepish.

EPISODE

2



Homer, while swimming near Saturn, finds a fucking ball of sheep. He warns the earth, and the Star Dipwads launch. Having decided to destroy the sheep, they are startled to find that the comet is actually an alien battlefortress. This puts so much strain on Nova's mind that she collapses into a big pool of jelly and must be reconstituted through a new process similar to the distillation of collie spit. Meanwhile, Sgt. Knox starts a fight in the mess hall, which ends when IQ-9 glues all the doors shut and floods the compartment with hydrochloric acid in the spirit of fun and friendship. In gratitude, the Space Marines paint him purple.

EPISODE

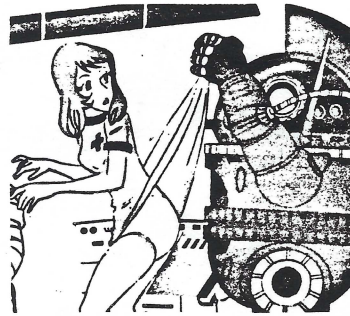
14



Having rescued Sandor from the clutches of the Freespace Banshee Death Goop, the crew are surprised to discover that his eyebrows have been dissolved. Homer's spleen is still on the blink after the attack of the Gamilon Cornpone Missile Fighters, and Dr. Seine refuses to treat anyone until his cat is found. Meanwhile, the Gamilon generals are forced to sit through another strategy session as the new Desslok Mine, Desslok Gun, and Desslok Toilet are introduced. Comet Empire Scorpion Fighters are seen to dive into a gravitic space field, but this is not explained until episode 91. Lardy almost drowns again.

Jellosnake

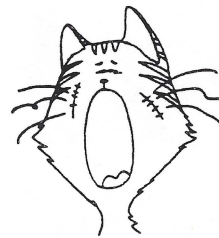
By this point, very little of the original crew remain. Only Derek and Sandor comprise the bridge crew, as Nova has reverted to her seven-year-cycle yam form, as shown in episode 1040EZ. Unable to operate many of the weapon systems, Sandor nonetheless reveals that sometime in the past, he invented a sugar-coated Astro Fighter that may be able to sneak past the Death Mouth the Comet Empire has erected as a defense mechanism. When Sgt. Knox attempts to fly in and manages to get out once more, Sandor decides to collect his Golgi bodies and renooberate them into a gun. Talan, out of respect for his leader, pours Desslok into a box and has him buried with honors.



EPISODE

42

Zordar refuses to become less green in response to the mercy pleas of the Dipwads, and instead orders a huge vat of gefilte fish to be dumped on their heads. Having accomplished this, Dogmanchufunkyface Crepenneck trips over Knox's monkey and dies. From then on, it is clear to Luke that Chewbacca was the original owner of C-3PO, who may be Leia's father. Despite the evidence, Eager did not turn into a squishy bug in episode GE 999, and he returns to his console only to find that its brick is defibrillating. Lardy almost drowns again.



EPISODE

D

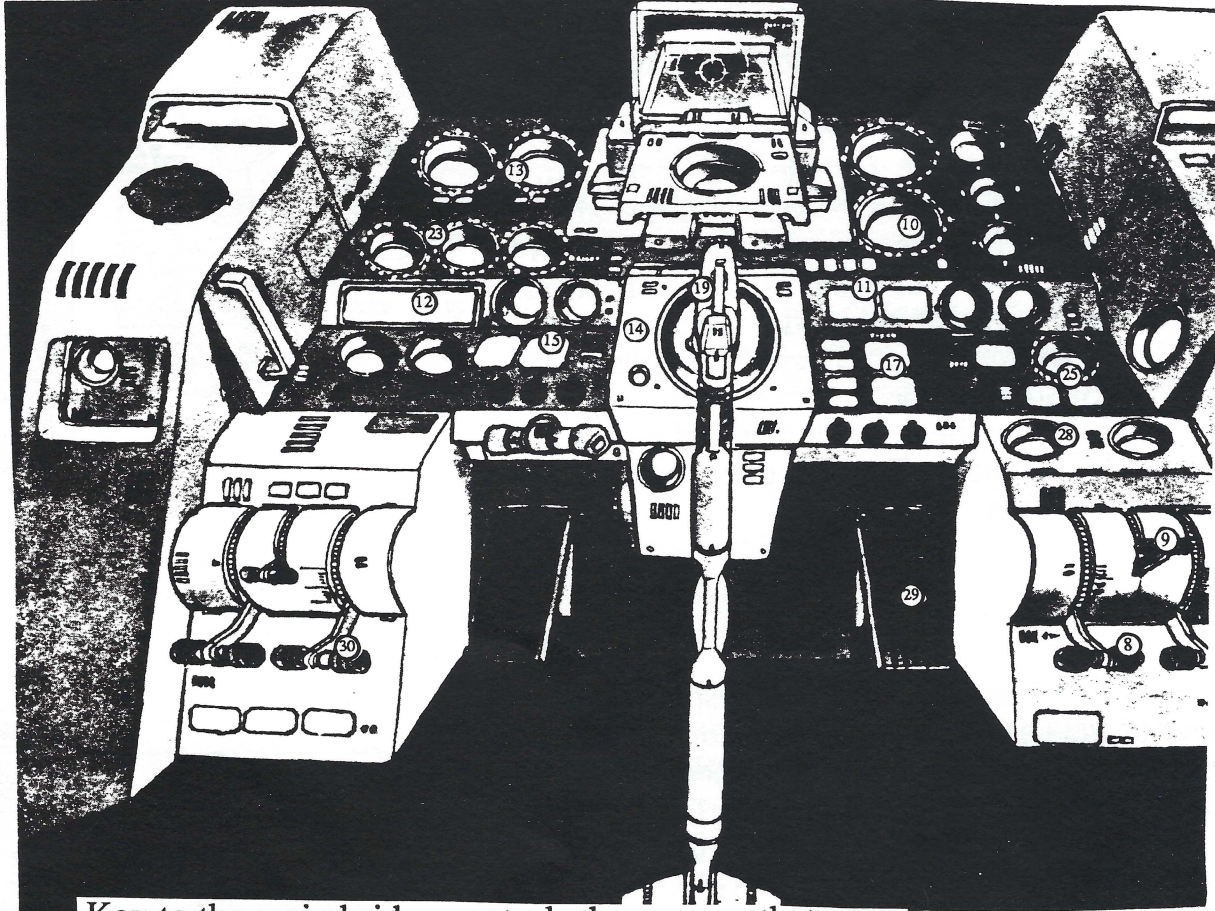
Having disposed of the Desslok Megaweapon, Derek walks across the deck and is smacked in the head with a Tesco Vee. Unable to hear, he falls into a big meat grinder and is periodically seen being mashed between huge gears as the episode progresses. Sandor has all his prosthetics replaced with surplus pairs of ET Underoos, and thrashes the Comet Empire to pieces. When Zordar protests, Sandor merely points out that he is not warding off the forces of explosive decompression, and Zordar shrinks into a warped, wrinkled parody of a humanoid, kind of like Danny DeVito with an Eiffel Tower through his lungs. Derek is saved at the last minute by a steel-tipped feather that freezes the mechanism, and Kasey Kasem pulls him to safety. Venture returns as a ghost and gives a dramatic soliloquy on how much Jesus laughs at him in Heaven. The Gift Moose hands Invidia a clock.



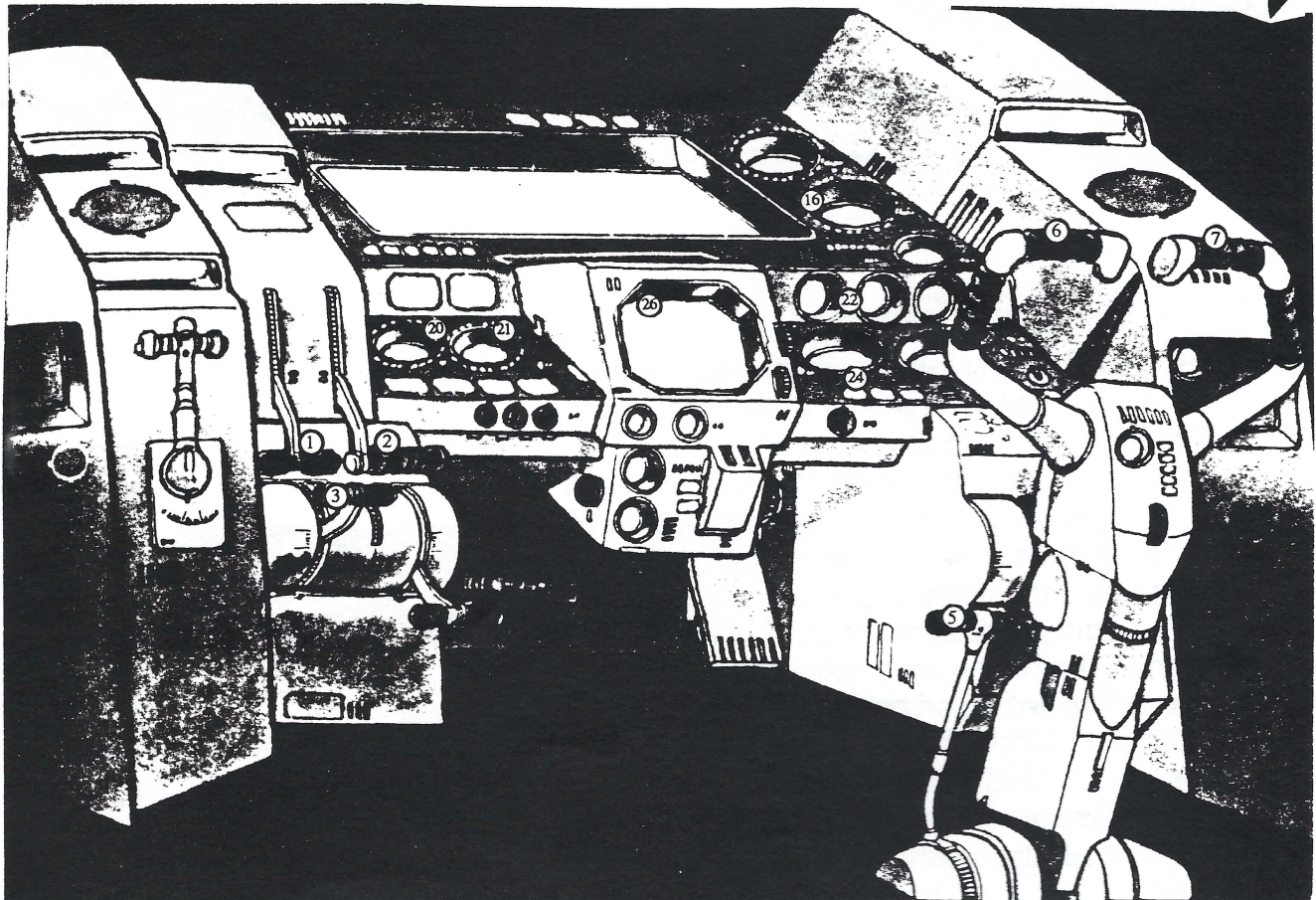
EPISODE

184

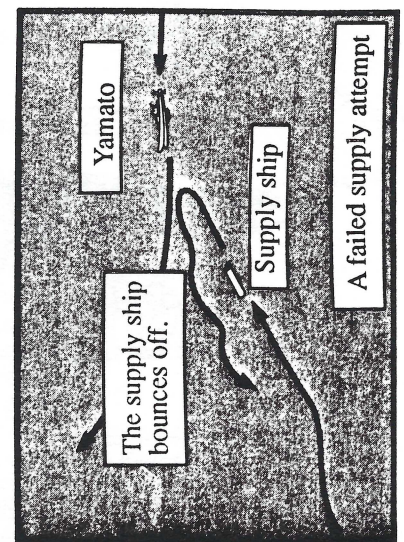
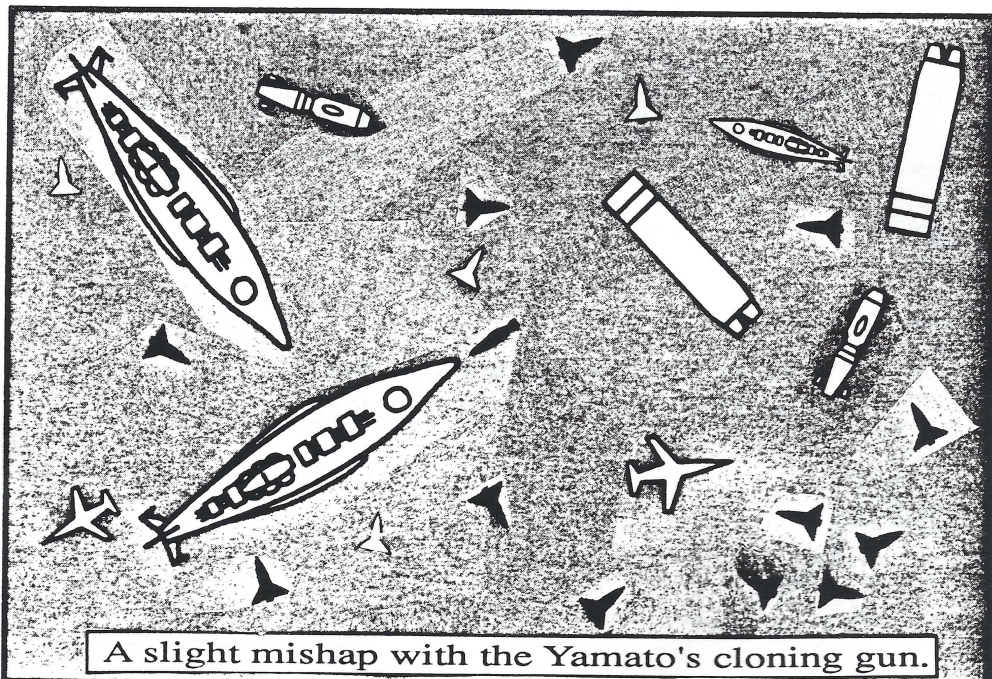
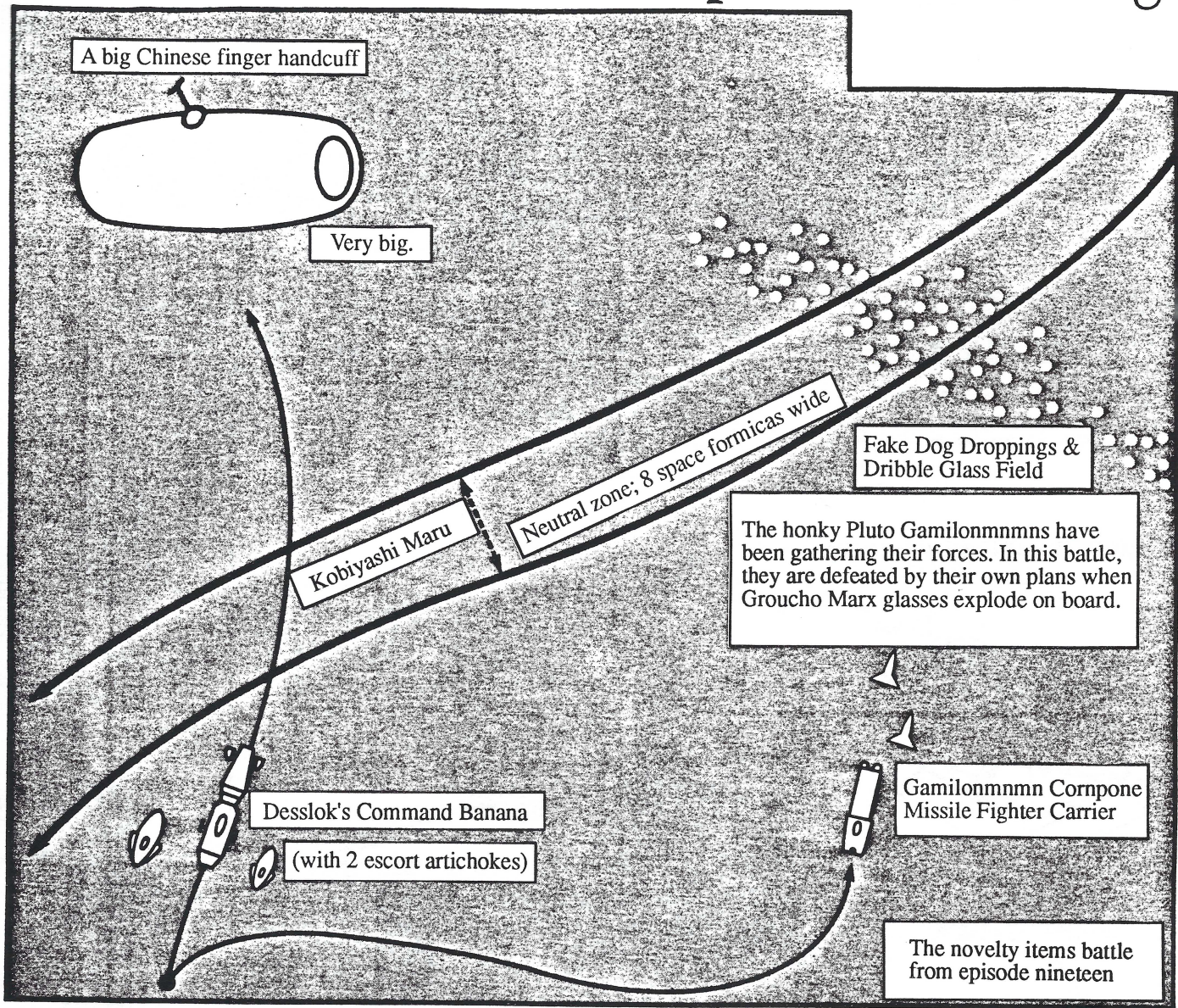
Cabbage Retching



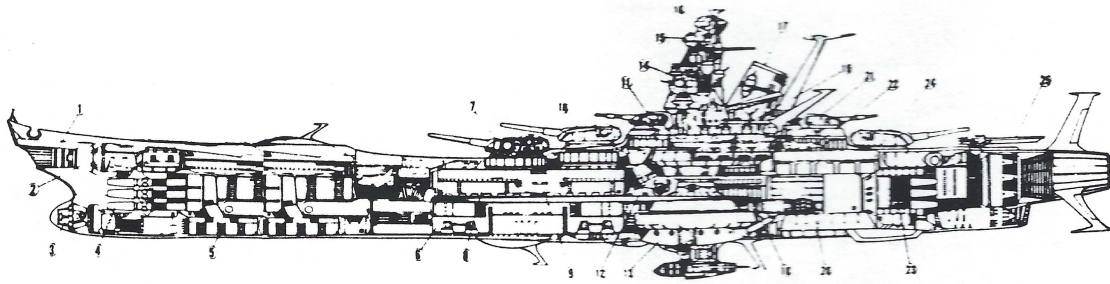
Key to the main bridge controls three pages thataway



Space Cruiser Fight!



Mechanic Sheet

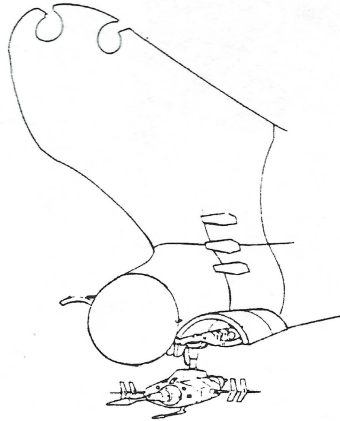
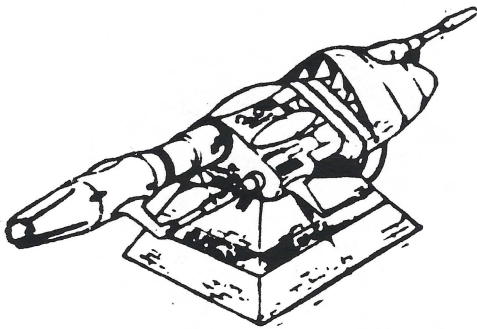


- 1) Gift Moose recharging nacelle
- 2) Christmas lights main on/off switch
- 3) Frank and Steve
- 4) Beneficent Laser Alarm Ranging Projector(BLARP)
- 5) Superior nucleonic machine-beast fight cannon
- 6) Phil the Tick
- 7) Banded Rock Weasel storage compartment
- 8) Tub o' Lard
- 9) A pile of 1 million ant thoraxes
- 10) Anti-Compone Compone launcher

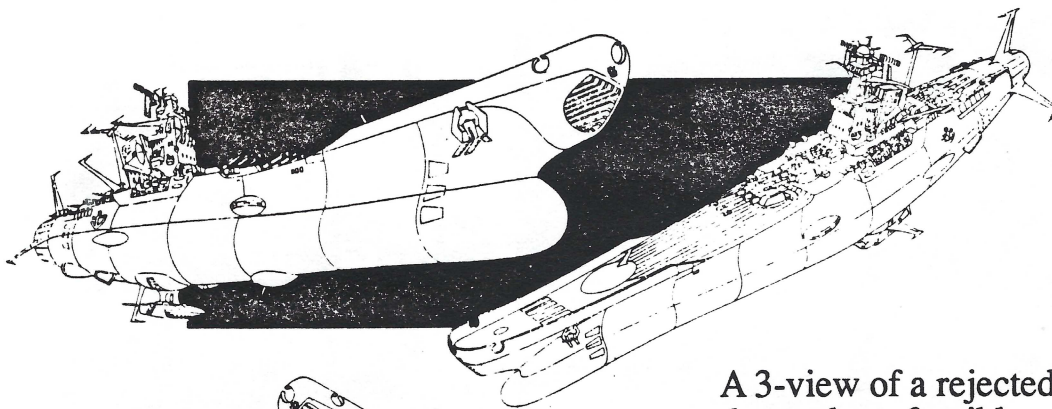
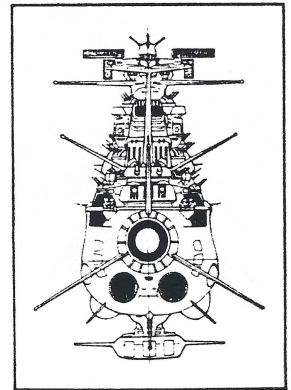
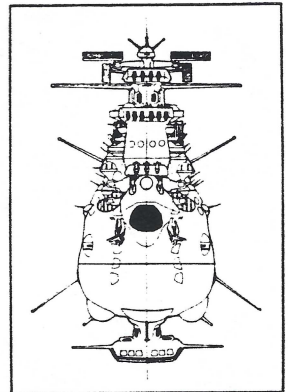
- 11) Possible location of Wildstar's first sex with Nova
- 12) Definite location of IQ-9's first sex with Nova
- 13) Fish inflation chamber
- 14) Godzilla tears Ghidorah a new asshole
- 15) One of dWo auxiliary torpedo tubes
- 16) Captain Avatar rises from the sea
- 17) Manimal, best TV show ever
- 18) Killocycle frequency converter ray
- 19) Control depth amplitude firebulet
- 20) Because I'm Captain Fuck

- 21) Koro: The fear your penis will kill you
- 22) Secondary hibble grapppler
- 23) Secret passageway to landing area
- 24) Löw-Maintenance Perennials
- 25) Grass? I hate grass!

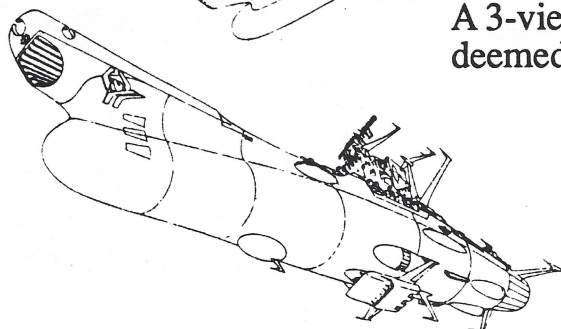
Arrrr! gun, invented by Sandor



Might have something to do with the
sshlooubbbbybummmmvorrhahhahs,
but might not

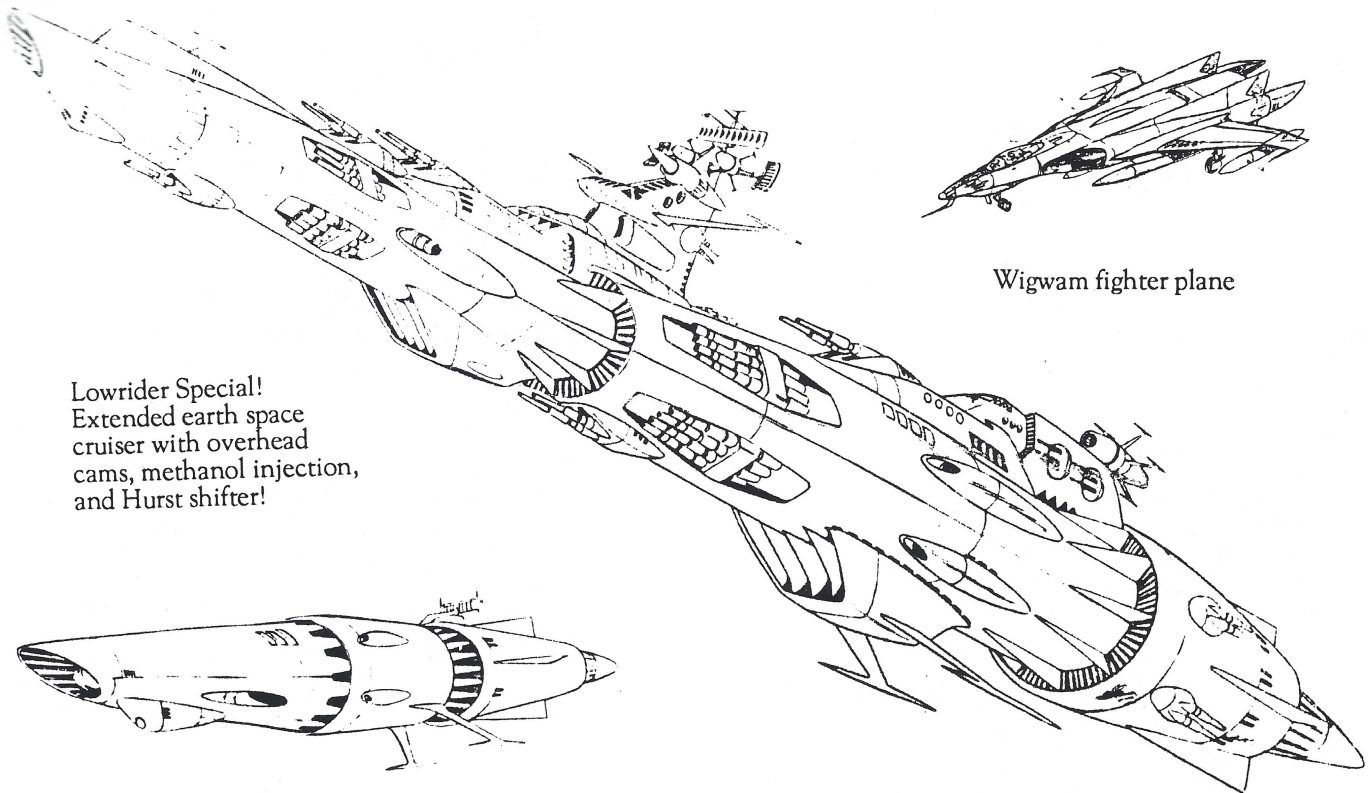


If the Yamato were a pancake
and you flipped it, this is what
you would see.

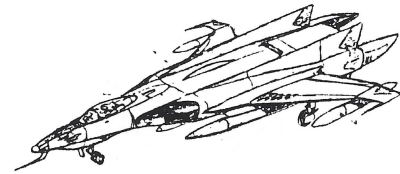


A 3-view of a rejected ship design--
deemed too feasible and logical

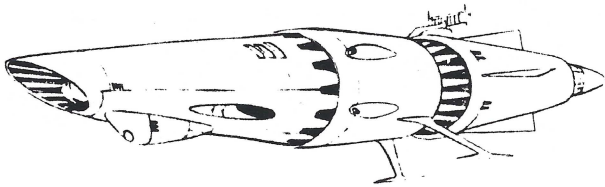
Mechanic Sheet



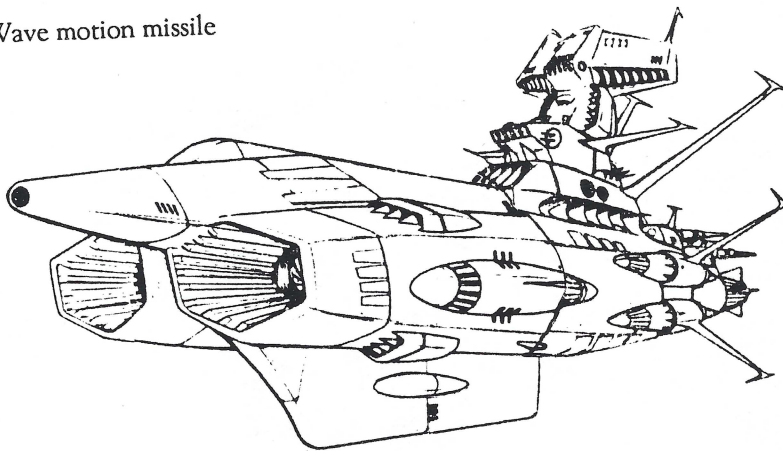
Lowrider Special!
Extended earth space
cruiser with overhead
cams, methanol injection,
and Hurst shifter!



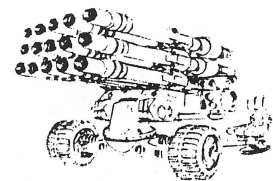
Wigwam fighter plane



Wave motion missile



Space Dinghy Andromeda



Ground Assault Multi-
Missile Launcher
(Operator's Note: Be sure
to correct vertical azimuth!)

This is the key to the bridge controls three pages previous

- 1) Bring earth here
- 2) Hang Conroy by his toes and pummel him into a coma with a wet carp
- 3) Expose Nova
- 4) Blow up Frank and Steve
- 5) Fire the Arrrrr!
- 6) Blow up the third bridge
- 7) Dump ballast
- 8) Go real fast
- 9) Go real fast again
- 10) Main gun firing sequencer
- 11) Megaviolence shoot cannon
- 12) Superior forward missile battery
- 13) Hypercourageous launch guns
- 14) Delay-action zero weapon
- 15) Stilted Japanified english
- 16) Duh?
- 17) Kill! Kill! Kill!
- 18) Unfunny windowpane
- 19) Vomit-motion gun retching activator
- 20) Deadly nerve gas[Decks 1-16]
- 21) Deadly nerve gas[Decks 17-32]
- 22) Books Nippon charges too much for their subtitled animation videos
- 23) Klaatu barada nikto!
- 24) Tremendous Christmas lights activation fight!
- 25) Rocket anchor detonation meter
- 26) Captain's chair eject monitor
- 27) Starboard chitlin storage tank meter
- 28) Port lead holding area meter
- 29) Henrietta Collins and the Wife-Beating Childhaters
- 30) I will not buy this tobacconist, it is scratched.

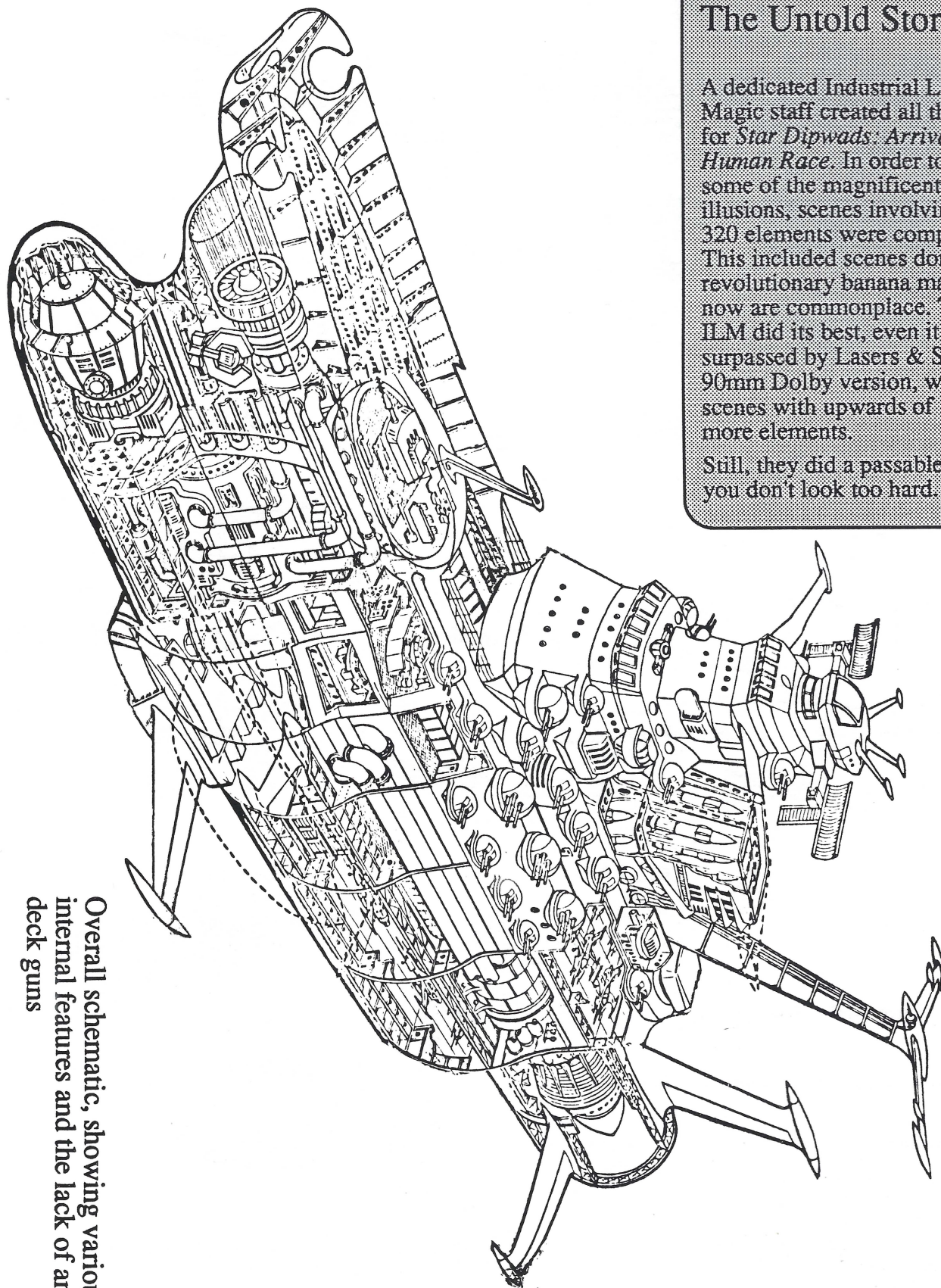
Main Mechanic

Pseudo-Mechanics: The Untold Story

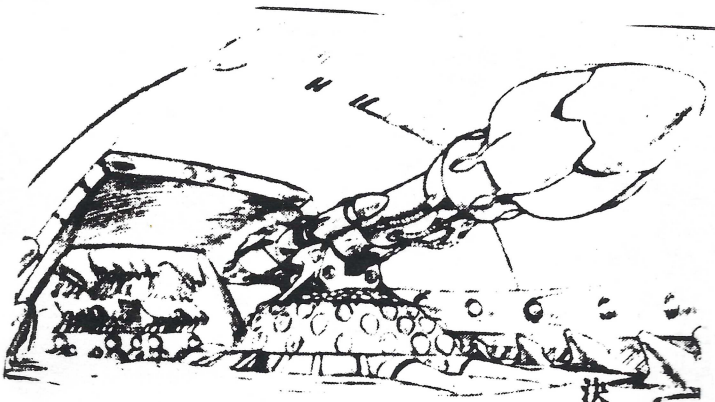
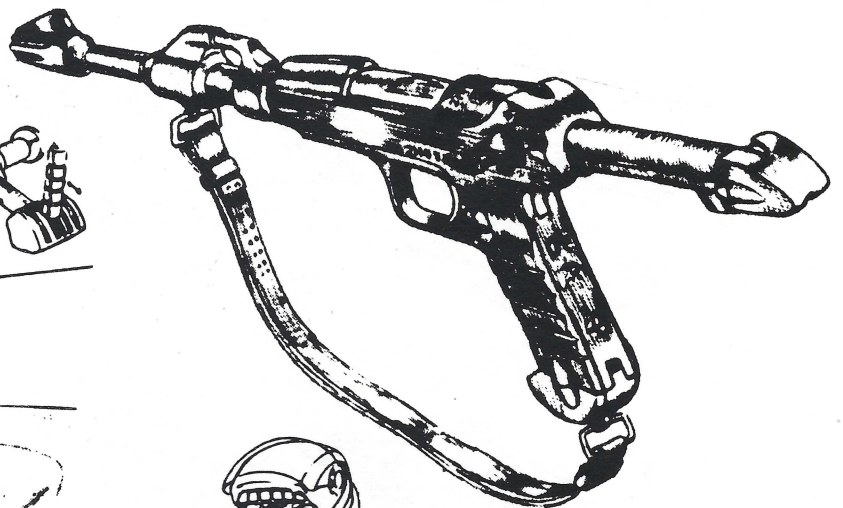
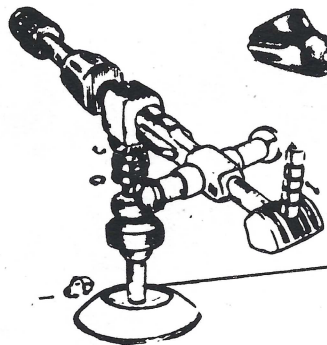
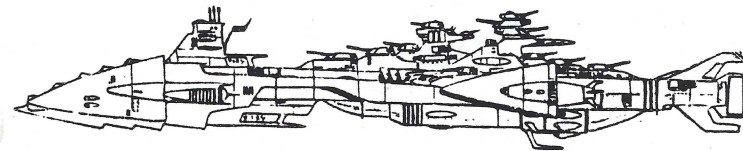
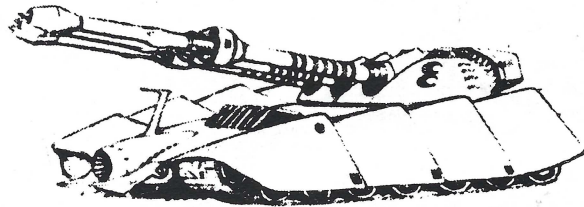
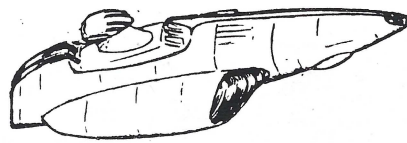
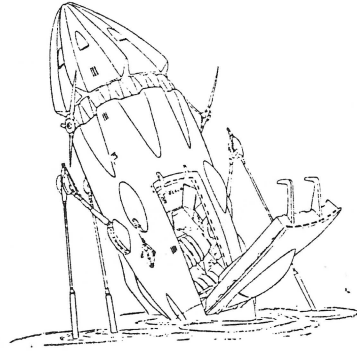
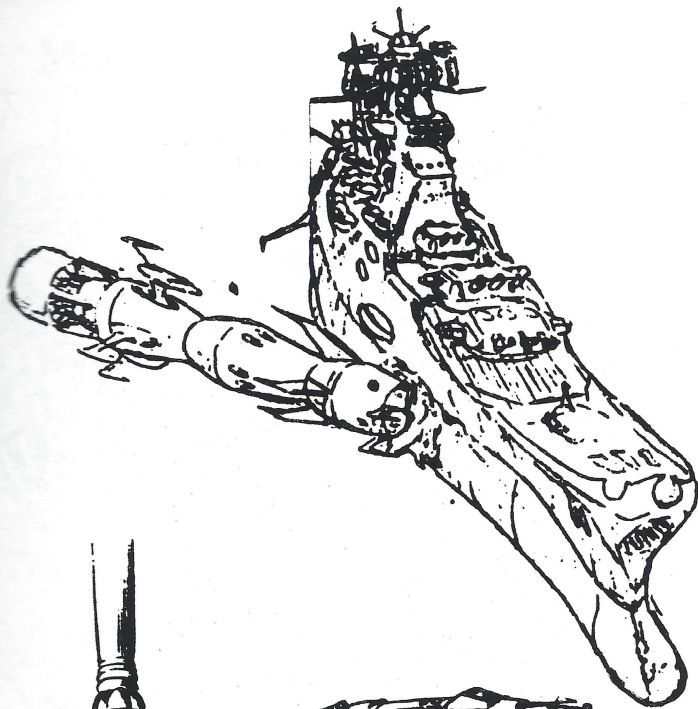
A dedicated Industrial Light and Magic staff created all the effects for *Star Wars: The Empire Strikes Back*. In order to create some of the magnificent onscreen illusions, scenes involving up to 320 elements were composited. This included scenes done with the revolutionary banana mattes that now are commonplace. Though ILM did its best, even it was soon surpassed by Lasers & Stuff in the 90mm Dolby version, which had scenes with upwards of 5000 and more elements.

Still, they did a passable job, if you don't look too hard.

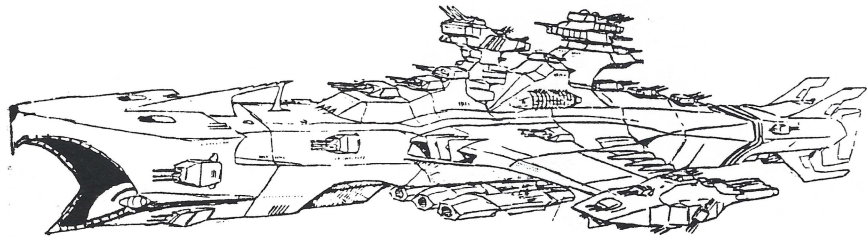
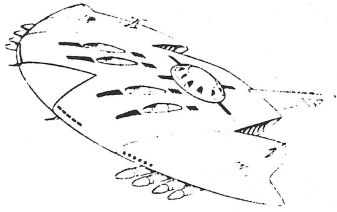
Overall schematic, showing various internal features and the lack of any deck guns



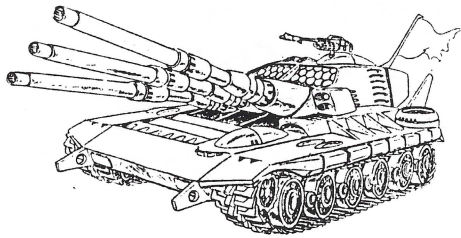
Phallic Objects



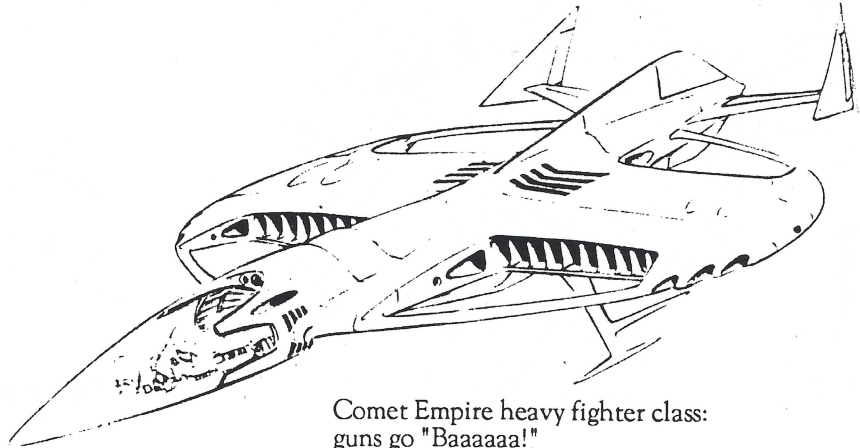
Heavy Moose Petting



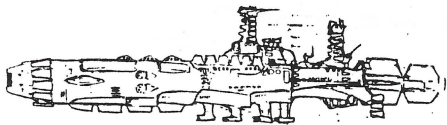
Zordar's Dog Cruiser eats a Scorpion fighter



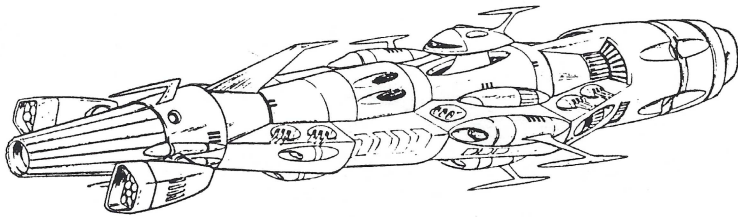
A tank that goes "Bwee!"
(Should not be confused
with fighter at right)



Comet Empire heavy fighter class:
guns go "Baaaaaa!"



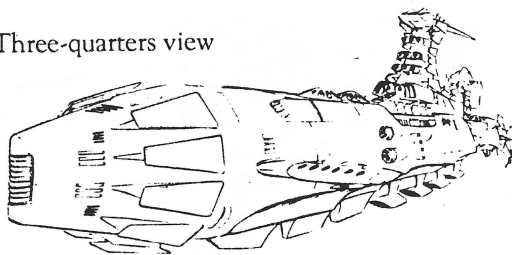
Side view



A big metal Gamilonmnmn banana

- View from light-year away

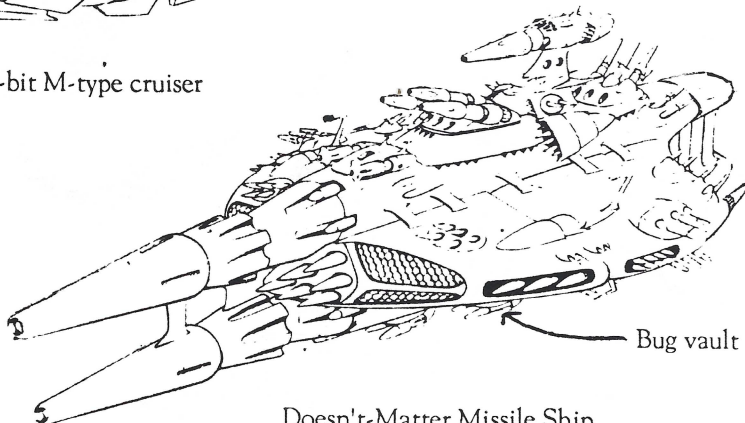
Three-quarters view



Prickly-bit M-type cruiser



Original Comet Empire design:
deemed too hard to draw



Bug vault

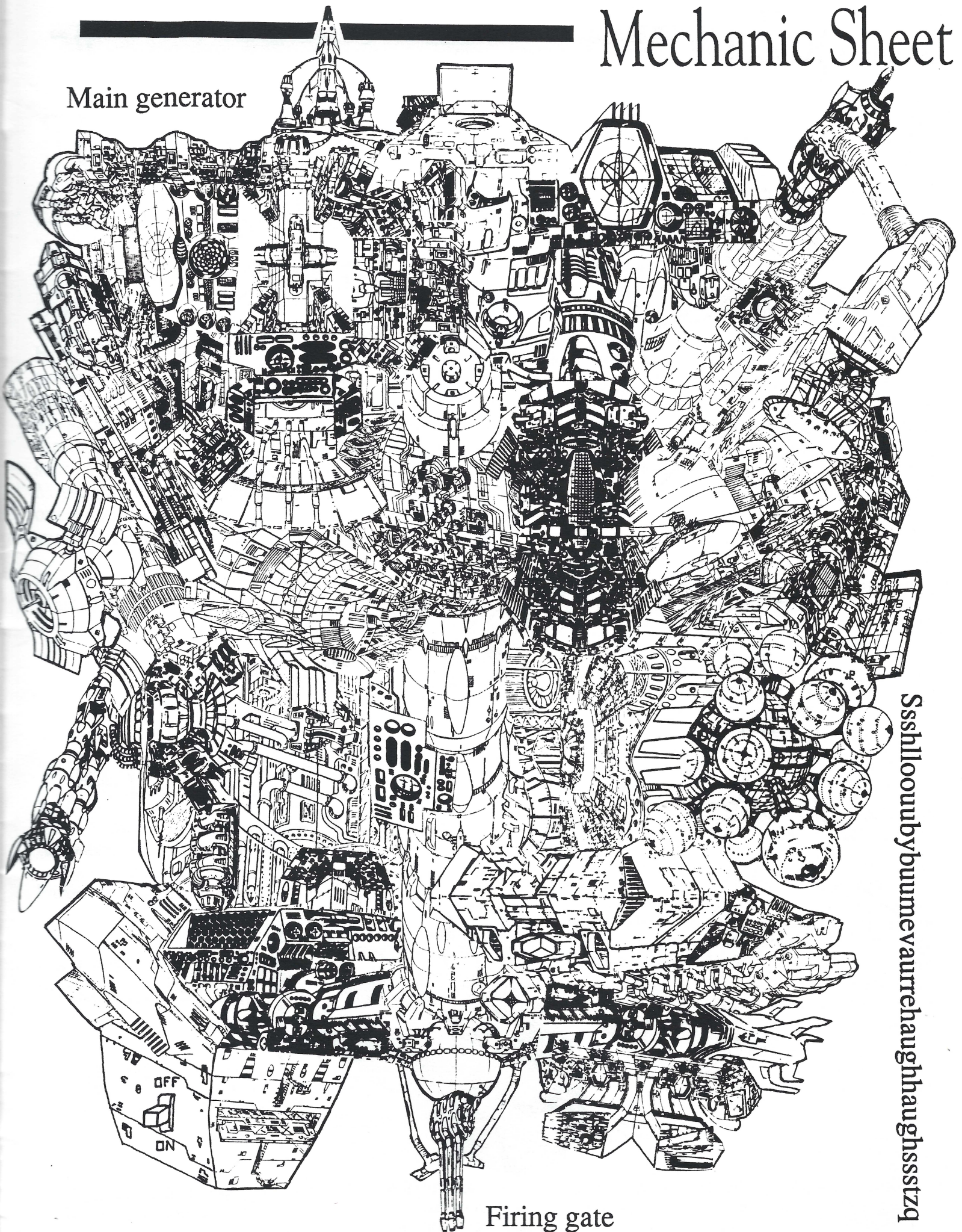
Doesn't-Matter Missile Ship



A message capsule
An Illmedus battleship
Starsha's sister's shuttle
A cyanide-laced Sudafed
A bump on the Andromeda

Mechanic Sheet

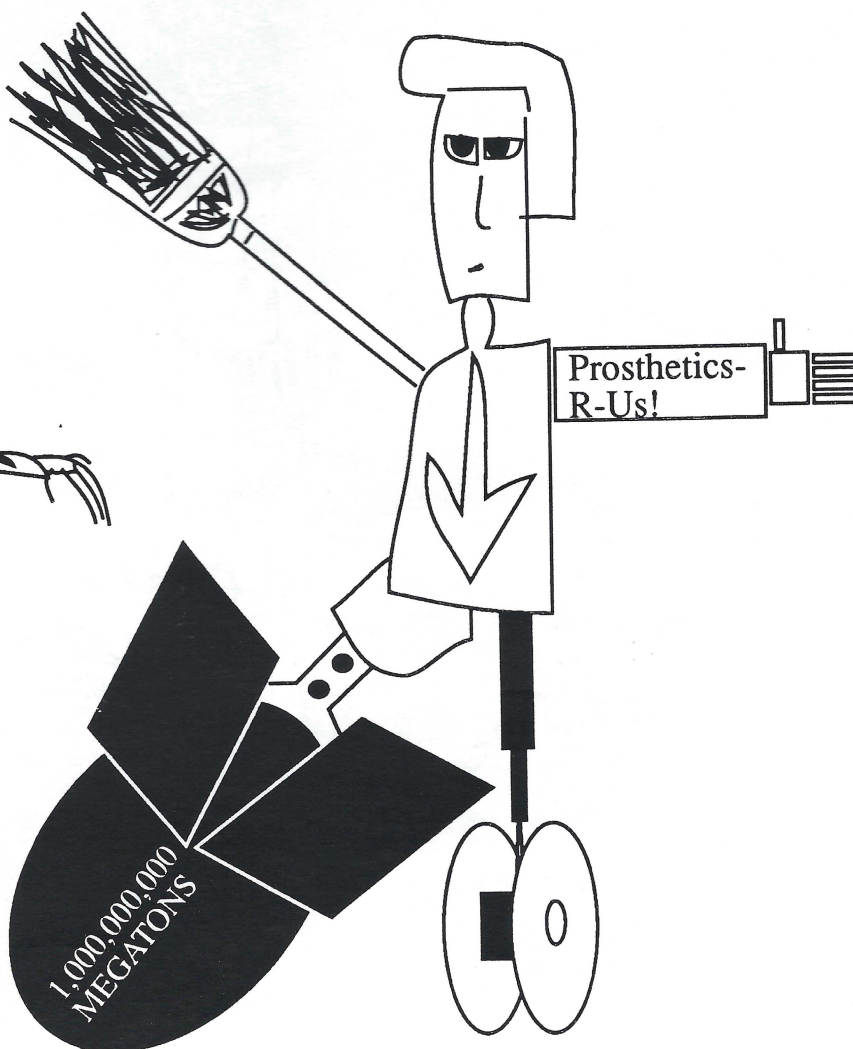
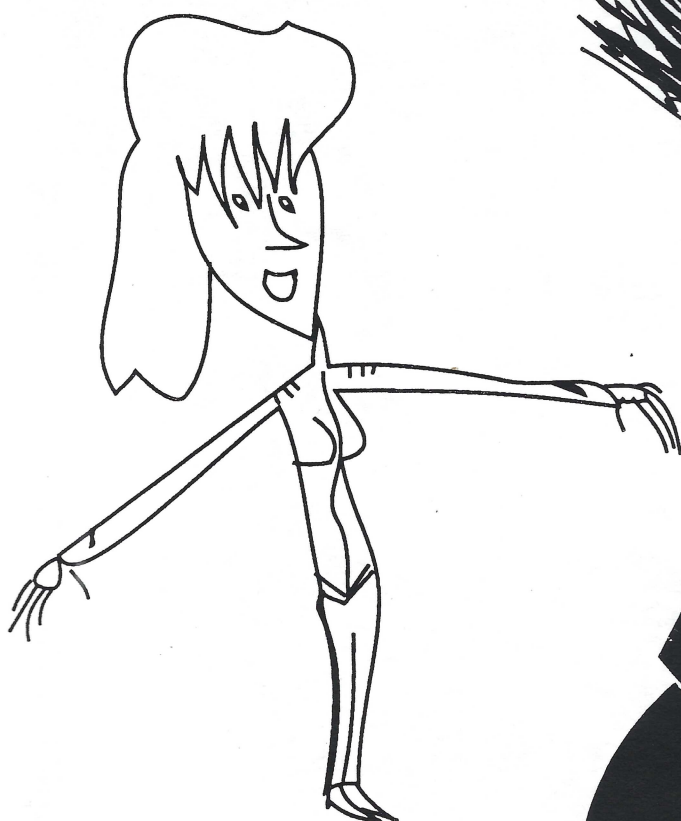
Main generator



Firing gate

Ssshlllooubybuumevautrehaughhaugsstzq

Latitude Zero



These are original computer designs done by Leper Jim for the Nintendo version of *Doomed Human Race!*, the standup arcade sensation. The game was never seen in America, as Buckner and Garcia sued Corn Pone Flicks for unauthorized use of their "Dipwads Fever!" song in the video game.

The Star Dipwads Make an Assault on Marvel!

So read the headline in the Comics Buyers' Guide. The first issue of the new Star Dipwads comic series had just been released, and unprecedented sales were recorded across the country. Within just a few hours, the second issue run of two million was completely nabbed by a speedy fandom. Marvel and DC executives began to worry as sales figures came in from their retailers: the Star Dipwads comic was selling more copies than their top ten titles combined! The future was bleak. With Leper Jim doing the pencilling and greats like Katsuhiro Otomo inking, very little could be said about the comic but "Awesome!" This, unfortunately, was not to last. The December '89 arrest of Leper Jim on loitering charges meant that he would be unable to do the comic for at least four months. With work halted but the next issue already promised to distributors (for an advance of \$13 million), the future seemed bleak at Super-bestial Printing Press Cornpone. Then director Ego Hat would work on the issue himself! His meager and unsatisfactory training in school had less than prepared him for such an opportunity as this! And with people like Hayao Miyazaki finishing the art, how could he go wrong? The fan response to this special next issue was overwhelming. Stores were trashed, riots started, and virtually every comic reader in the U.S. swore off buying comics for the rest of their lives.

Ego Hat, though disappointed at this reception, laughed heartily at the bankruptcy proceedings of Marvel and DC comics that were to come a mere three months later.

Though the comic was never finished,
a rough draft of the storyline was completed.
For the first time ever, here it is.

Issue 1: The characters are introduced and Wildstar goes on a rampage after an unsuccessful flirting attempt with Nova wherein his lips are caught in a vacuum cleaner, ripped off his face, and end up several floors away in the mess hall, where an unsuspecting Venture eats them, thinking they are escargots. When Wildstar goes to the sick bay to have prosthetics implanted, the Doctor laughs so hard that his hands fall off and he can't do the surgery. To conceal his disfigurement, Wildstar carries a small potted plant around in front of his face in order to discreetly keep his face hidden from the crew.

Issue 3: Wildstar accidentally spills some acid, causing part of the ship to disintegrate. Though the Dipwads arrive outside the orbit of the fourteenth planet, they are unable to help the crew of the EDC ship as they themselves are caught in the Gamilonmmms' insidious trap to destroy the ship's integrity, Zippotone Beams.

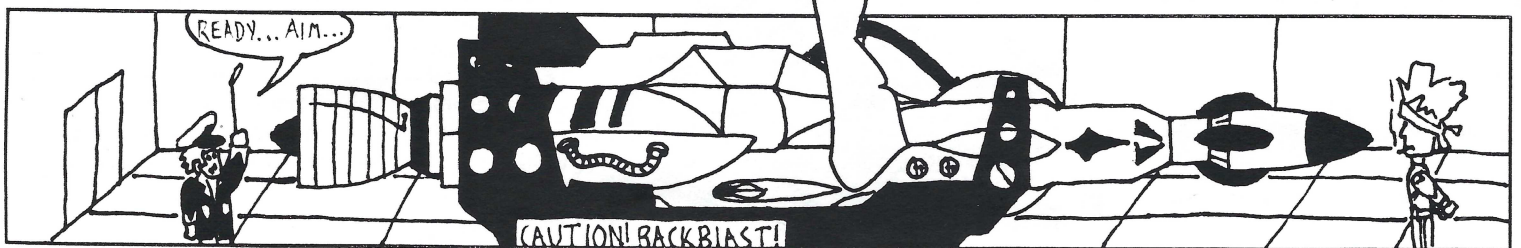
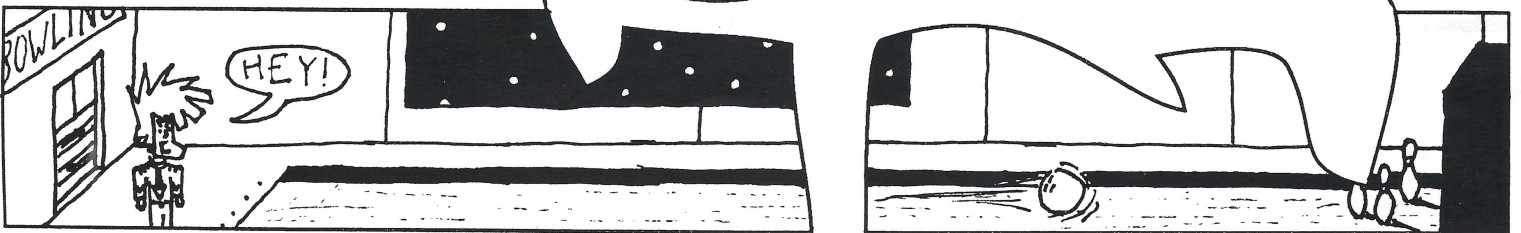
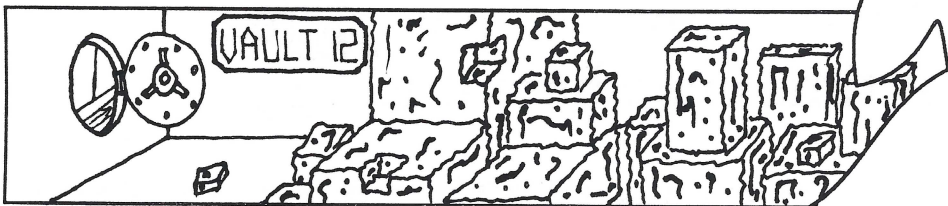
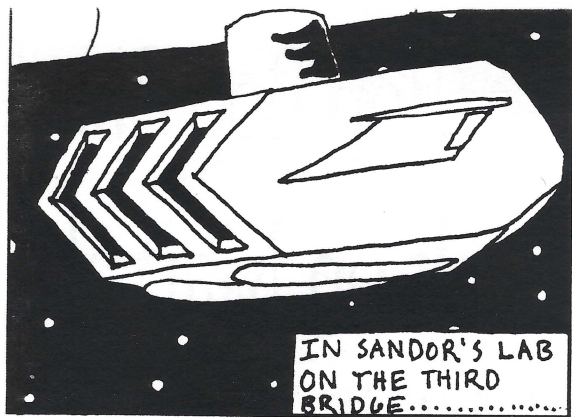
Issue 4: The intervention of the Andromeda allows the Dipwads to break free from the Gamilonmmms trap, though Frank and Steve must flee from the reactor core to obtain the necessary energy. Spook fed into the reactor core to obviously ancient the wrinkles on his face gets into the Gamilonmmms' trap, though Frank and Steve even more Star Trek movies to show off the bad special effects.

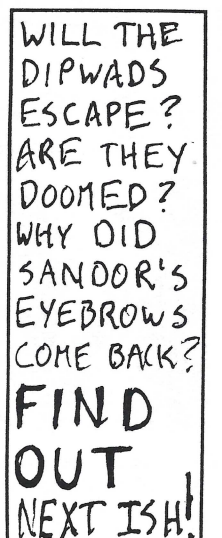
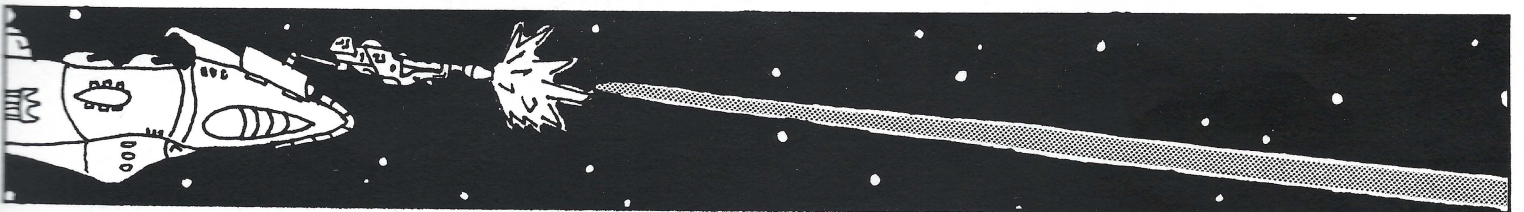
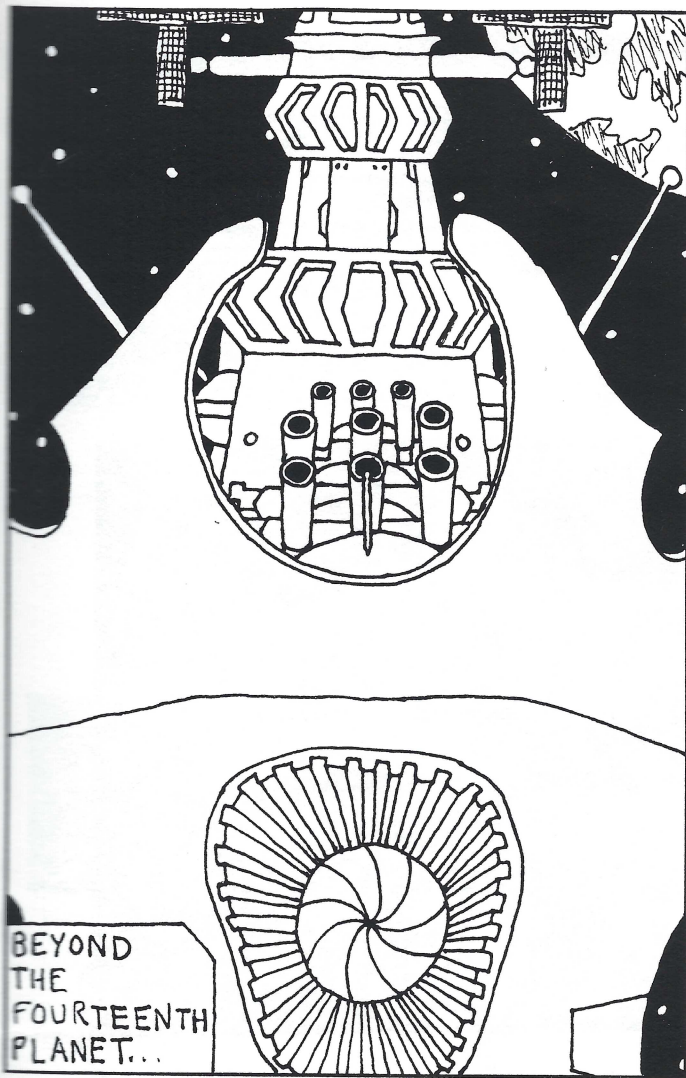
Issue 5: Wann die Katze seht nicht, tanzen die Mäuse. Aber wie geht es Ihnen heute, Herr von Strohheim? Wir gegen in die Stadt und ißt eine Tortenküche und einem Blötwurst. Und dann kommt die Gymnasium Studieren über die Setze; wo wohnt sie? Ich kenne nicht, aber ich woll! Sie haben sehr glückliche und schöne Äuschen. Elektronenbeschleunigern; ach du meine Güte, sie sind sehr Nahe! Es tut mir Leid, das ist mein Kartoffelpuffern im deinem kleines Hund. Pommies frites süchen mich!

Issue 6: The Dipwads do just that as they return from their first mission under jury-rigged control equipment as the main bridge has been temporarily misplaced. Under Sauror's management, the Second Bridge is almost used but the artists are unable to render it since the bridge is already in use.

Issue 6: The doctor has a long soliloquy about the nature of the obstacles and privileges pertaining to the existence of prosthetics in a primary time device. In response, Wildstar makes a few words about the lack of training the country, whereupon all of the characters' faces melt into a single, glowing, and nothing is accomplished.



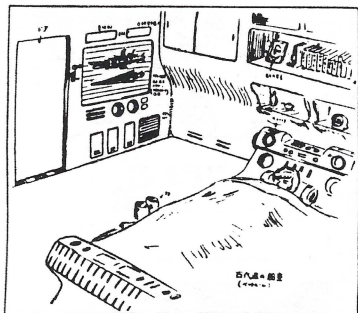




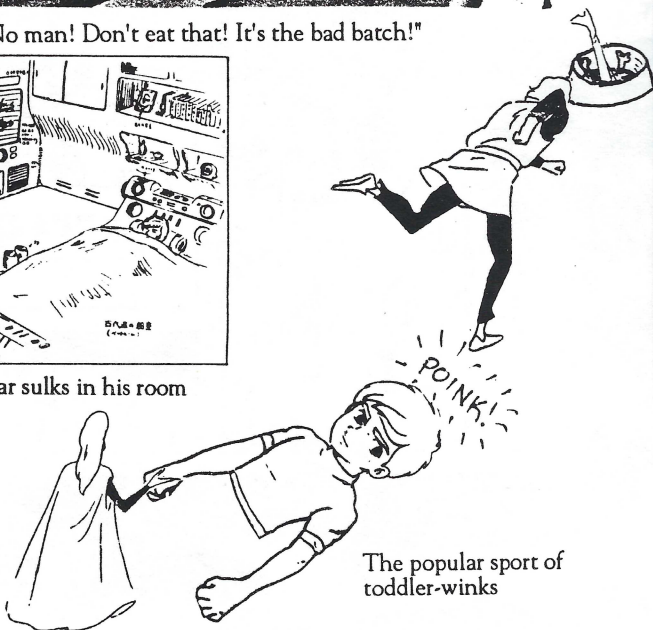
Design Page



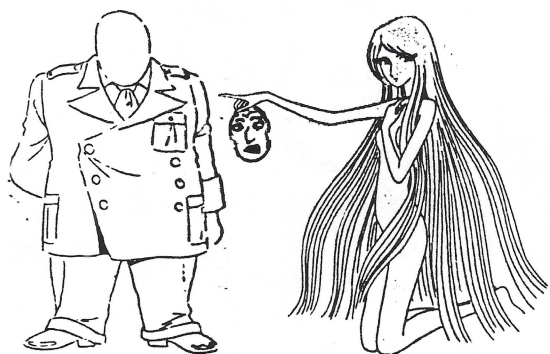
"No man! Don't eat that! It's the bad batch!"



Wildstar sulks in his room



The popular sport of toddler-winks



Trelana rips off the President's face



Orion bursts suddenly and violently into flame

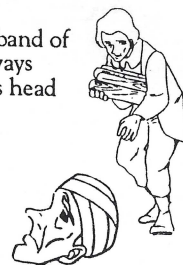


"Duh, hi Nova! I'm gonna punch you out!"



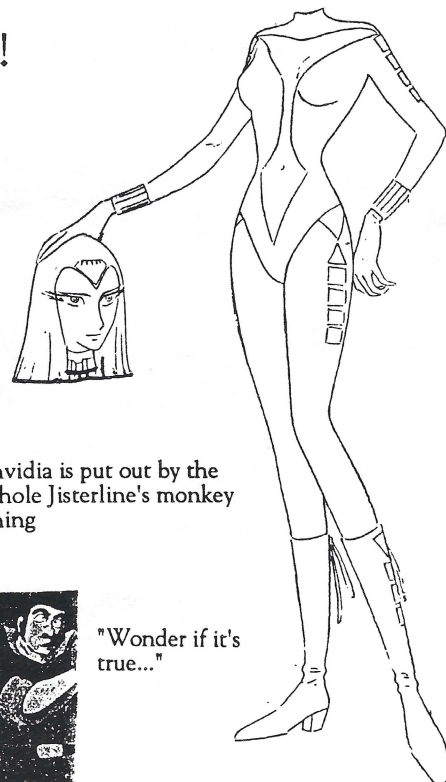
Homer takes a hot, smelly crap

"That husband of mine! Always leaving his head around!"



Hot Babes Wanna "Talk" To You!

Call
976-FUCK!



Invidia is put out by the whole Jisterline's monkey thing



"Wonder if it's true..."

"Why there's the chitlins! I thought we'd lost those!"

Design Page

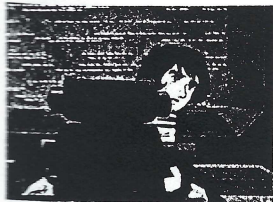
Star Dipwads Christmas Special



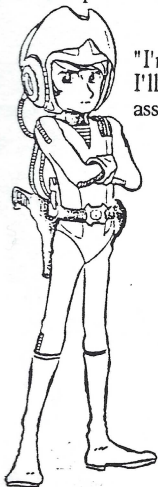
Homer explodes



Wildstar plucks out Nova's eye



"Wildstar! Stop watching TV!"



"I'm five and I'll kick your ass!"



Nova carelessly forgets to remove a huge bloodstain from her uniform.



Nova catches a cold



Dr. Pineapple heads for Burkina Faso



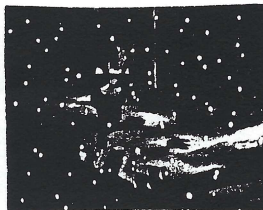
Homer's psychiatrist is happy to leave



Homer gets very tall



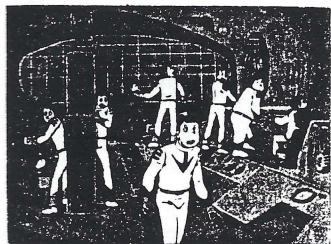
Homer breaks out of his cel



This Xerox is too dark



The crew is happy



Third Bridge personnel

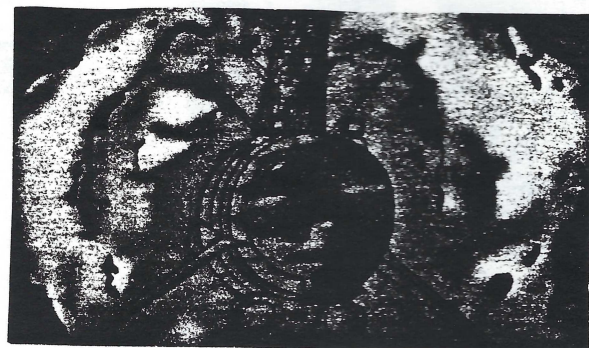
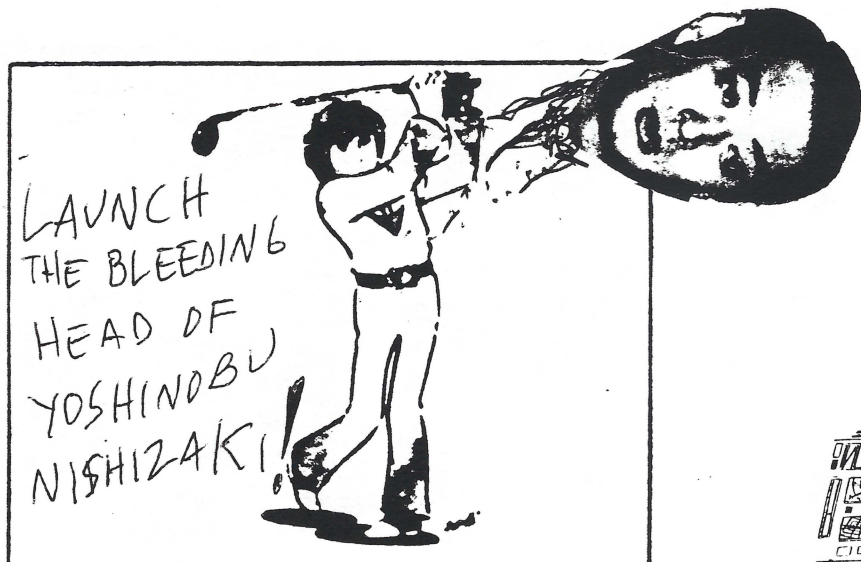


More Third Bridge personnel

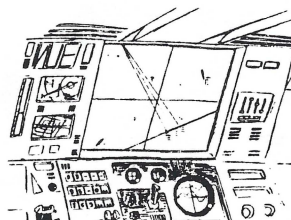


Desslok screws his head back on

Duh?



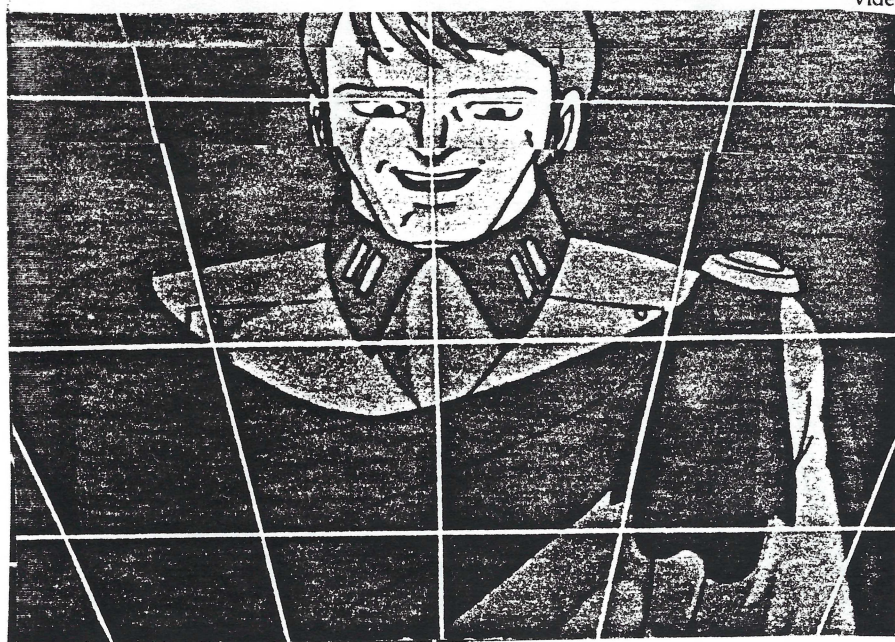
The front 50% of the ship blows off



The "Blow Yourself Up" video game in the rec room



Royster flushes the john.



"I've got you now, Wildstar! No one can withstand the Desslok Carrot!"



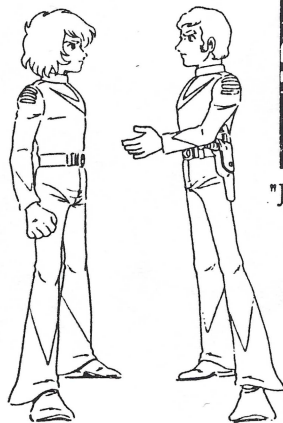
Wildstar's clones prepare for combat.



"Corn Pone?!"



"The shlooby beam!"



"Fuck off Venture."



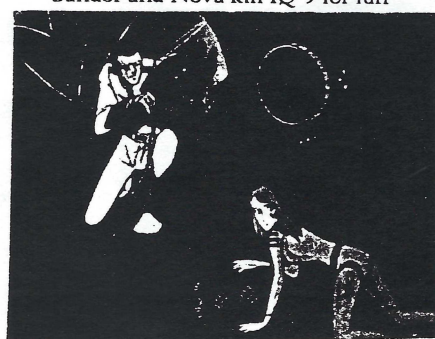
"Just think! Trelana's naked!"



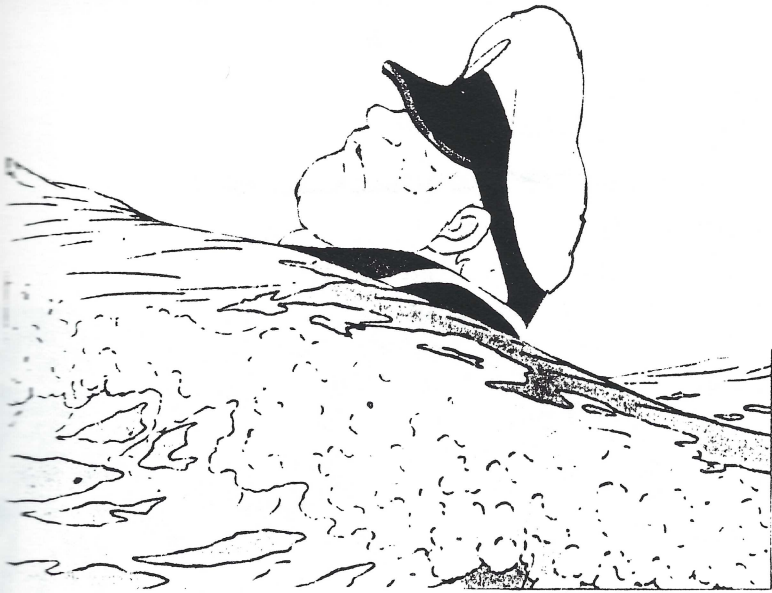
Dash walks in his room



"The Gamilonmmms!"



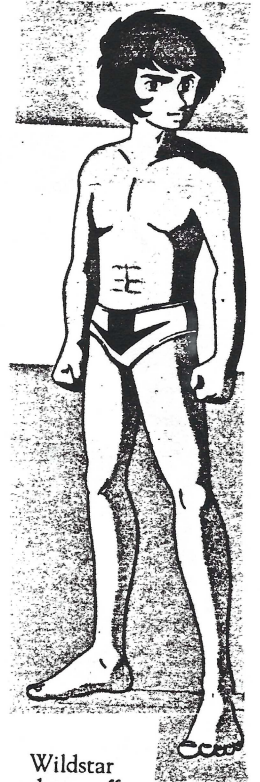
Sandor and Nova kill IQ-9 for fun



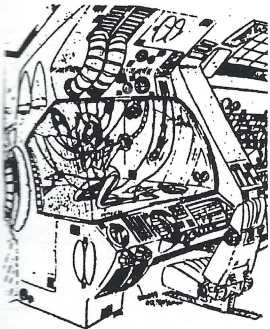
Captain Avatar rises from the sea



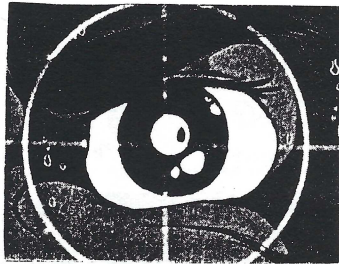
An old man steals a stick from a younger man



Wildstar shows off his "here's my penis" underwear



Strange things are done to Nova in episode 145.



Dash shoots Wildstar's eye out



Homer notices some copulating sheep



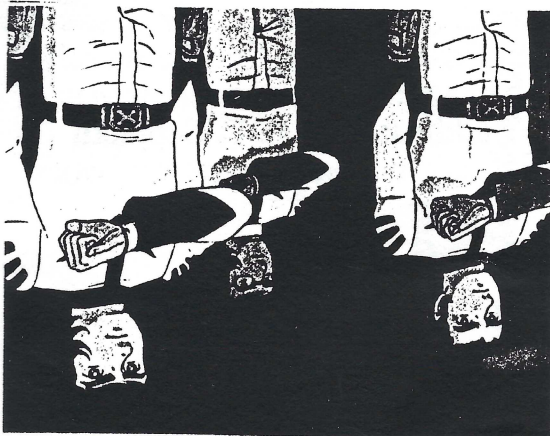
"You lost the ship?!"



"So Knox didn't get out!"



Trelana smiles at the news that Mark is dead and gone from her life.



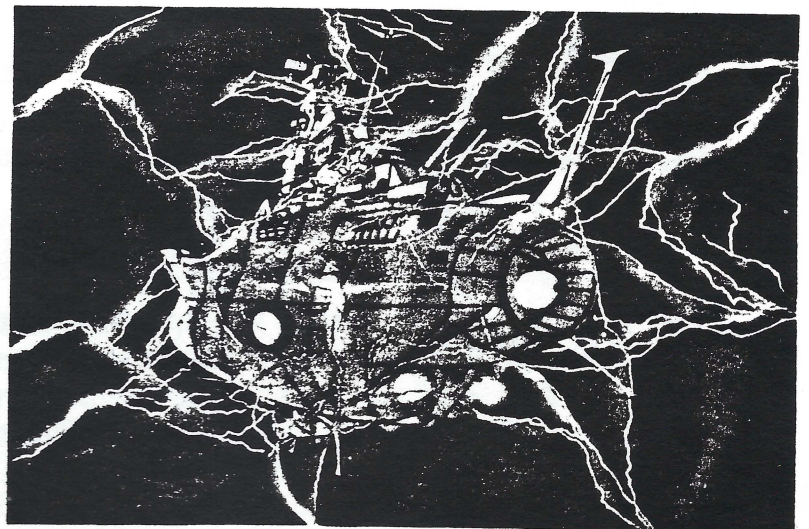
The crew hangs like bats from the bridge ceiling.



Frank & Steve



"Not the Arrrrrr!"



The electrical system shorts out. That's what those lines mean.

Actor Special



● *Yui Dogogogogo* Derek Wildebeest

Known primarily for her work as the spaceship *Arcadia*, Ms. Dogogogogo says that her first speaking role was truly challenging. "It was very difficult portraying a male role, perhaps even harder than cannon effects. I mean, the difference between 'Shiboon!' and 'I think I wet my pants.' may look deceptively small, but that's just not the case." Ms. Dogogogogo plans to try her hand at the sound of industrial sewing machines as the next step in her career.



● *Katsuhiro Otomo* Sergeant Knoxious

Mr. Otomo, coming off a recent disappointment in his uncreative *Akira 2: The Secret of the Ooze*, has been taking all the odd jobs he can get his hands on just to keep busy. "I boozed away all the money from the first *Akira* film, and once my hands fell off my magazine career was over. A stint I did as inker for Leper Jim Comics merely made me aware of how bad an artist I had been. It was depressing." Mr. Otomo's address is 4242 E. Seppuku St., Kobe, Japan H3L45 if anyone needs some yardwork.



● *Sekeban Deka* Mock Venture

Mr. Deka played the role of Venture in both previous *Star Dipwads* series, and received high critical acclaim for his efforts. "There was just a great sense of friendship on the team in the early days. Chicken." The creator of the show, Leiji Matsumoto, has likened Mr. Deka's virtuoso performance to "eating fried cucumbers after hot sex." This translation, like the King James, is still contested strongly in some quarters.

Actor Special

LOOK OUT!

It's the Star
Dipwads Christmas Special!
Available from:

Corn Pone Flicks



The only film company
that can think twice at
once! *Pineapple!*

Ego Hat: 5137 Sugarwood Terr., Norcross, GA 30093

Leper Jim: 4860 Angers Ct., Lithonia, GA 30058

● *Sikosomatiku Ilunisu* Leader Desslar

Mr. Ilunisu portrays the enigmatic Gamelommmnn leader with a dramatic range of emotion including buffonery, stupidity, ineptness, and chicanery. These qualities are all apparent in Mr. Ilunisu's everyday speech. He has this to say about his role in the film: "I only auditioned because I thought they said it was the part of Desi Arnaz." If Mr. Ilunisu were a planet, he'd be a stupid one.

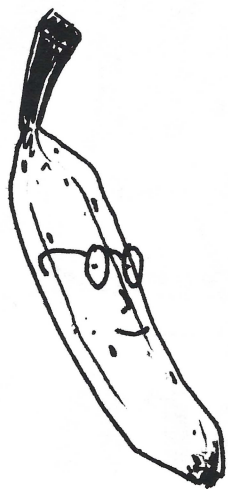


● *Billy, age 5* Sanada Sanadadenadasnadada-san

Mr. 5 is a veteran of animation, having starred in such shows as *Vampire Hunter D*, *Hokuto no Ken*, and *Dr. Slump*. He maintains, however, that his first love is Star Dipwads: "MOM! Gimme a cookie!" Mr. 5 was recently hired by Hollywood for his first live role, playing the part of Kevin Costner in the soon-to-be-released blockbuster sequel, *Makes Money Off of Indians*.



Actor Special



●Yoshimoru Banana-ku

Prince Hezekiah Ephraim Mishael Zephanian Zordar III

This is the first acting role that Mr. Banana-ku has accepted, though he was offered the lead in Akira Kurosawa's new project, *Samurais and Lots of Fluttering Banners*. As the leader of the evil forces, Mr. Banana-ku had to stretch his formidable vocal powers to their limits. "There were days where I would go home and have to soak my throat in lemon juice just to be able to speak the next day. Fortunately, my fellow actors were very sympathetic and offered not to eat me until after the film was released on video." Mr. Banana-ku currently resides somewhere on Hokkaido.

Some More Words From Ego Hat

There is very little new that can be said about the phenomenon of the *Star Dipwads*. After the success of the original, Jim and myself had decided to leave it at that. Fan response was so incredible, however, that we eventually followed it up with a documentary film, *The Making of Star Dipwads*. Due to some problems with the production of this particular special, work was halted. Jim and I moved on to other projects—he to the penciling job at Marvel Comics where he produced such classics as *Beastboy*, *Old People*, and *The Incredibly Voluptuous She-Vizen*. I went on with my work in the multimedia field, creating such films as *The Battleship Potemkin* and *Barney Gets a Bone*, which was directed by John Hughes. However, I derived very little satisfaction from these endeavors. Without Jim, there was truly a sense of something missing in my work, some feel for the genre of film that Jim had always had. This of course was interesting, as he is primarily a still artist. Of course, his animation work is perfectly synchronized and ridiculously smooth, but it is only a series of stills. Interestingly enough, his work has gone mostly unheralded, simply because not many people, especially in the fan community, realize just how far-reaching his influence and indeed actual work are. For example, only a few industry people I have talked to have even realized that the film *Rain Man* was not in fact live action, but Jim's animation. He worked off of plaster casts of Tom Cruise and Dustin Hoffman, and spent nearly three weeks to complete the film. This is truly a long time for any work by him, but he had picked up the photorealistic style, and made sure every drawing was meticulously detailed. I doubt he will do similar work in the future simply because he has moved on to more challenging artistic styles, but I am never one to make a person's judgments for them, so keep your eyes open. But back to what I was talking about. It seemed at the time I was working with John Hughes that there just wasn't the chemistry there had been with Jim. Whenever I was inspired while working on the *Star Dipwads* script, I would tell Jim and he would simply beam with acceptance. He was always ready to do design drawings in seconds that helped to crystallize my ideas even further. For example, the scene in episode 88 where the Marines grow out of a wall like yeast, that was entirely inspired by one painting Jim did while he was on *Louder*. Of course, sometimes the drugs got to be a problem. Right around mid-March he bought several crates of pharmaceuticals like *Haloperidol*, *Thorazine*, *Thiastadol*, *Diatonone*, and *Puriscormine*. Well, I'm all for a good time, and what Jim does is his own responsibility, but I just couldn't stand watching two inches of capsules scattered throughout the living room and kitchen. So I made him flush them into the sewer system. Now that was fun! But during the whole time he was working at Marvel (producing, in my opinion, some of the only good comics they have ever done), I was lost and confused. Certainly it wasn't that my powers were fading; during this time I created some of the greatest films ever to hit the screen. Still, something was missing. If you see any of the PBA specials I did, you'll see what I mean. *Nuclear Chemistry* and *How to Build a Really Big Bomb* is staid and flat, and really unsatisfying. Besides, I recommended lead-207 for the core casing, when any dang fool knows I should've said lead-208! But my mind really wasn't on my work. Things were steadily getting worse, too. *The Chink and His Cowardly: Past, Present, Future* did very little in-depth work and was mainly concerned with external appearances of the average gook and how to spot one on the street. It was right about at this low point when Simon W. Curtis approached me and asked me if I'd like to do a second *Star Dipwads* film. Well, *Arrivederci Human Race* had been a very good experience, but I just didn't really feel up to tackling another full-length script. However, I had always wanted to do a TV series, and I figured this would give me lots of time to work with Jim, and also lots of money. Surprisingly, Curtis agreed and arranged with my parole officer to have me move into his Malibu summer home. I was of course suspicious at this sudden pleasant disposition, but little did I suspect the ulterior motives lurking behind his civil facade. Everything was perfectly fine for a long while, however. It was really a good experience working with Jim again—his character designs for the second *Dipwads* series were even more dramatically startling than the movie designs, and his mere presence really made my creative genius kick in. Some of the series were true masterpieces of the modern absurdist mode. The Kientogardian ethics propounded in episodes 28-37 were certainly unparalleled in animation history. As a philosophical venue, *Star Dipwads* really works well; the adaptability of the animation to any idea I could come up with served me in good stead. For example, live action would have been unable to express the quantum simultaneity of existence/non-existence that gripped Venture's body in episode 209. Jim did a really good job expressing that, as he had to invent a new color of paint (flurpige) that was used for the Venture POV. As we wound down production on episode 267, the problems with Mr. Curtis came horribly to the fore. He tried to poison Jim, which he should of course have known was patently impossible, and it was about at this time that I found the bomb wired to the upstairs toilet we had never used. By the next day, it seemed like the whole house was boobytrapped. The gaffite fish launcher (which inspired the scene in the *Dipwads* series) almost killed Jim when he tried to smoke one. Fortunately I stopped him before it had burned down to the head. The banana room almost did me in, and it was only Jim's clever solution of walking out to me on a bridge of phlegm that allowed me to escape with my life. Having determined what it was that Mr. Curtis was trying to do, we called the police (anonymously, of course) and had them arrest him again. Having come off of such a dangerous situation, I went to the basement to fetch a celebratory bottle of *Chateau Chapeau 76*. That was when I noticed the nuclear bomb. Well, Jim and I spent at least three hours of good working time to defuse that mother. Ironically enough, it wouldn't have yielded more than a couple kilotons anyway. This was due to the incredibly ironic fact that Mr. Curtis had made the bomb following the directions from my erroneous PBA special! Oh, it's a small world! Well, there wasn't a heck of a lot left to do. Jim finished up the series, I sent the first draft off to the major networks, three of whom accepted it. By careful maneuvering and playing them off of each other, I managed to procure a \$229 million dollar contract, with a proviso for future negotiations regarding merchandising royalties. This set Jim and myself up for life, especially me. Now with the bankruptcy proceedings going on at NBC, we're not so sure that we'll be getting the full amount. We are thinking about switching the remaining 100 episodes to ABC in exchange for completion of the contract. Of course, we're not doing this for the money, but for the fans who are missing out. Well, that's the second series. In addition, we may do a prequel movie if we ever need any more money. In any case, I hope all you fans out there enjoyed the first film and this new series, and I sincerely trust that you will buy every episode on video!

Bob's
Guns




My name's Bob.
I sell guns.
Buy one from me.
I sell guns.

Come to Crazy Shadow's

Frozen Body Palace and
Spare Parts Emporium

Located at 999 Cornpone Way,
Pluto, 300294857423

Open 7 Days a Week to Serve You!
(30540) 967-7083

Buy
a car
from
Dave...

or kill
him!

Interview Special

An Interview with Ego Hat

Q: How did you first get involved with the Star Dipwads phenomenon, and what was your early role in it?

A: First, I think I should point out that it wasn't a phenomenon until I got a hold of it. Up until then, it was just a single dinky series that had been done in Japan by a bunch of slopes who had no conception of entertainment. When I acquired the property with my distribution company, Harmony Vortex-of-Shit, there was little promise in the material. It was only through my efforts, and the artistic genius of Jim, that we got the second series and movie made.

Q: What projects are in the offing for you specifically, and for the Star Dipwads premise in more specific terms?

A: I recently acquired the rights to a really bad live-action Captain Harlock series that was distributed in Europe, and plan to rerelease it here under the title *Shao-Lin Masters of Erotic Karate*. As for the Dipwads, Paramount recently paid us 32.4 million for live-action rights if we ever write another Dipwads movie. We are thinking of doing a prequel, kind of filling in the gaps left by that Matsumoto character.

Q: What is your favorite color?

A: Blue. Well, I really like yellow too.

Q: What were some of the major problems you encountered during production?

A: Occasionally, Jim would be just too far gone to draw for a day, and this set us back a lot seeing as he did nearly 4000 cels before lunch, and maybe a couple after. Other than that, things went smoothly. Though Skippy Macek kept coming around and begging money off me.

Q: Could you expound on some of your influences in the film?

A: Us. Just us. We operate solely off of our own inspiration. There was an incident in Paris that kind of sparked the whole thing, but no specific influences.

Q: Is there anything you'd like to say about your relationship with Generation Pictures?

A: Simply that we don't have a hell of a lot of respect for such a goddamn fucking dipshit lameass maggoty piece of suppurating bloody Jesus rectum as Simon Curtis. I love the guy like a brother, but he's just about as annoying as a scrofulous penis.

Q: If you had it do over, do you think you would do anything different?

A: No, I don't...Well, maybe I'd have gotten female voice actors. But probably not.

Q: Thank you very much and I really must be going...

A: Your loss.



An Interview with Leper Jim

Q: So you did all the art for Arrivederci?

A: Hey.

Q: How do you feel about the recent allegations of illegal moose-lynching on the grounds of the Corn Pone Flicks compound?

A: Hey.

Q: Were there any major interruptions in the schedule of the movie?

A: Luudes!

Q: And this slowed down production?

A: Hey.

Q: Did the work cause any friction between you and Ego Hat?

A: Huh?

Q: I said, was there any problem working with Mr. Hat.

A: Blrgh.

Q: Thank you very much Mr. Jim.

A: Hey.

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